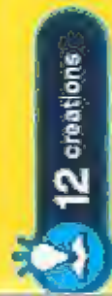




LEGO

7+

4095





Quick Build
Schnelbaumodelle
Construction rapide
Costruzione rapida
Snel bouwen
Construcción rápida
Byg hurtigt
Nopeaan rakentamiseen
Bygg snabbt
Construção Rápida
Γρήγορες κατασκευές
Kisérletezőknek



Experienced Build
Könnymodelle
Construction normale
Costruzione esperta
Bouwen voor gevorderden
Construcción experta
Byg videre
Kokosselle rakentajalle
Bygg mer
Construção para Experimentados
Εμπειρικές κατασκευές
Haladóknak



Advanced Build
Profundabile
Construction avancée
Costruzione avanzata
Geavanceerd bouwen
Construcción avanzada
Byg avanceret
Täkkavalle rakentajalle
Bygg avancerat
Construção Avançada
Εξελιγμένες κατασκευές
Profiknek



13



32



133



57



156

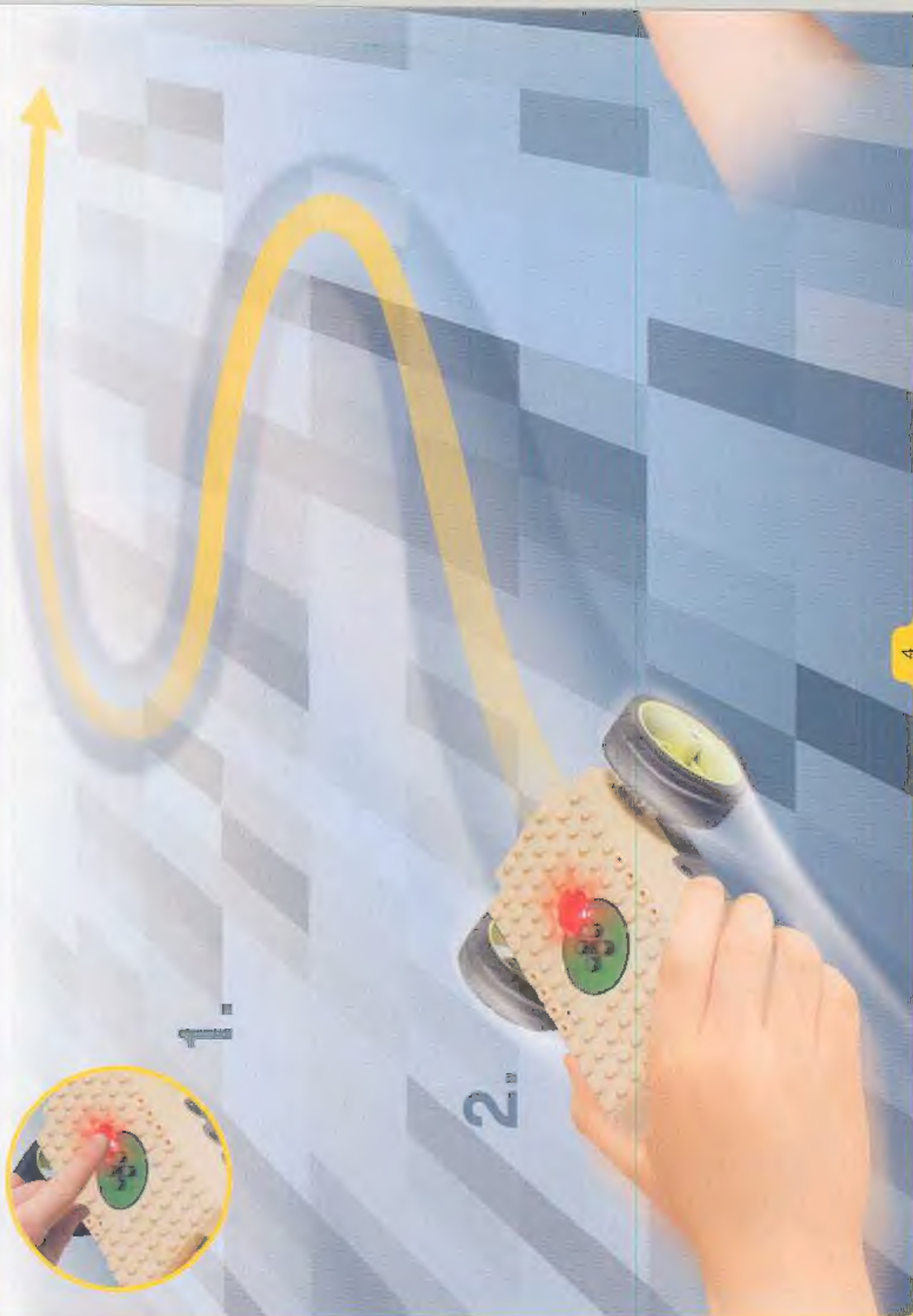


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179







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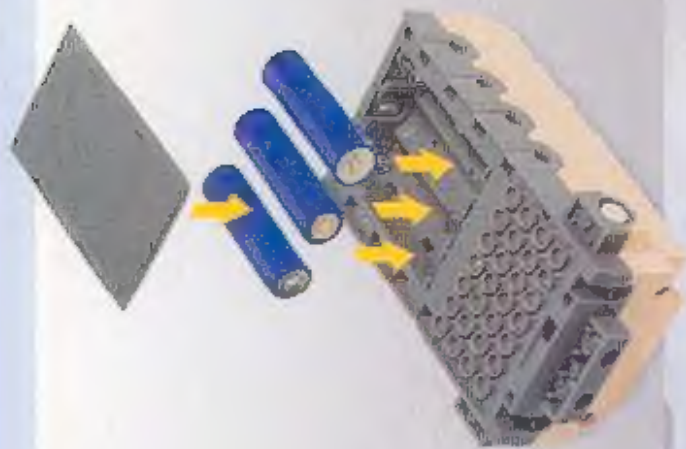
4



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GB

Important information about batteries

Insert only different types of batteries together, or 1 replacement of old and new batteries. Always remove the batteries if the product is not to be used for a long time or if the batteries have run down. Please use damaged batteries. Only use batteries of the type recommended for a corresponding type. Insert only supplies so that the poles are correctly positioned. Rechargeable batteries must be recharged using the correct battery charger under the supervision of an adult. You cannot recharge batteries while they are still in the product, and you must never try to do so. Please attempt to recharge non-rechargeable batteries. Never short-circuit the battery holder.

FR

Informations importantes concernant les piles

Ne jamais utiliser en exemple de piles sans type de piles, ou la plus récente ne de piles récentes ou des piles. Ne jamais retirer les piles si le produit n'est pas utilisé pendant une période prolongée ou si les piles sont vides. Ne jamais réutiliser des piles rechargeables. Utilisez uniquement des piles du type recommandé ou d'un type équivalent. Ne jamais insérer des piles respectant les recommandations de l'orientation des piles (+/-). Les piles rechargeables doivent être rechargées en utilisant un chargeur de piles adéquat. Il est impossible de recharger les piles alors qu'elles sont installées dans le produit. Ne jamais tenter de le faire. Ne jamais essayer de recharger des piles non rechargeables. Ne jamais court-circuiter la compartiment des piles.

DE

Wichtige Information zu Batterien

Benutzen Sie niemals unterschiedliche Arten von Batterien oder alte und neue gleichzeitig. Entfernen Sie die Batterien immer, wenn Sie das Produkt längere Zeit nicht genutzt werden soll. Benutzen Sie keine defekten Batterien. Benutzen Sie nur Batterien des Typs, der für das Produkt empfohlen ist. Benutzen Sie nur Batterien, die für den entsprechenden Typ empfohlen sind. Einstecken Sie die Batterien so, dass die Pole richtig positioniert sind. Aufladbare Batterien müssen mit dem richtigen Ladegerät unter Aufsicht eines Erwachsenen aufgeladen werden. Sie können nicht wiederaufladbar während sie im Produkt eingesetzt sind, und Sie dürfen niemals versuchen, sie zu laden. Versuchen Sie nicht, wiederaufladbare Batterien zu laden. Versuchen Sie nicht, nicht wiederaufladbare Batterien zu laden. Kurzschließen Sie die Batteriefach nicht.

IT

Importanti informazioni sulle batterie

Non usare mai contemporaneamente batterie di tipo diverso o batterie nuove e usate insieme. Rimuovere sempre le batterie quando il prodotto non venga utilizzato per periodi prolungati, oppure se le batterie sono esauste. Non utilizzare mai batterie ricaricabili. Utilizzare sempre batterie del tipo raccomandato o un equivalente. Inserire le batterie rispettando la loro polarità (+/-). Le batterie ricaricabili devono essere ricaricate utilizzando un apposito caricatore, sotto la supervisione di un adulto. Non è possibile ricaricare le batterie mentre sono installate nel prodotto. Non tentare mai di ricaricare le batterie non ricaricabili. Non cortocircuitare mai il compartimento.

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NL

Belangrijke informatie voor batterijen

Gebruik nooit meer dan één set van deze batterijen. Het gebruik van meer dan één set van deze batterijen kan tot schade aan de batterijen en het apparaat leiden. Het gebruik van meer dan één set van deze batterijen kan ook tot schade aan de batterijen en het apparaat leiden. Het gebruik van meer dan één set van deze batterijen kan ook tot schade aan de batterijen en het apparaat leiden.

DK

Vigtig information om batterier

Brug aldrig flere batterier i én enhed. Brug af flere batterier kan resultere i skade på batterierne og enheden. Brug af flere batterier kan også resultere i skade på batterierne og enheden.

ES

Importante información sobre las baterías

No use más de un juego de baterías. El uso de más de un juego de baterías puede dañar las baterías y el dispositivo. El uso de más de un juego de baterías puede dañar las baterías y el dispositivo.

FI

Tärkeää tietoa paristoista

Älä käytä useita paristoja yhdessä laitteessa. Useiden paristojen käyttö voi vahingoittaa paristoja ja laitetta. Useiden paristojen käyttö voi vahingoittaa paristoja ja laitetta.

SE

Viktig information om batterier

Använd aldrig flera batterier i en enhet. Användning av flera batterier kan resultera i skada på batterierna och enheten. Användning av flera batterier kan också resultera i skada på batterierna och enheten.

GR

Σημαντικές πληροφορίες για τη μπαταρία

Μην χρησιμοποιείτε ποτέ περισσότερες μπαταρίες από αυτές που προβλέπεται. Η χρήση περισσότερων μπαταριών μπορεί να οδηγήσει σε βλάβη των μπαταριών ή του εξοπλισμού. Η χρήση περισσότερων μπαταριών μπορεί να οδηγήσει σε βλάβη των μπαταριών ή του εξοπλισμού.

JP

重要なお知らせ

複数の電池を同時に使用しないでください。複数の電池を使用すると、電池や機器に損傷が生じる可能性があります。

KR

중요 알림

여러 개의 배터리를 동시에 사용하지 마세요. 여러 개의 배터리를 사용하면 배터리나 기기에 손상이 발생할 수 있습니다.



蘇聯的創刊號

圖為方山泥盆紀地層剖面，地層由老到新為：下石炭統、中石炭統、上石炭統、二疊統、三疊統、侏羅統、白堊統、第三紀、第四紀。

История государства и культуры

Współczesne metody oceny jakości wody opierają się na licznych wskaźnikach, które pozwalają na ocenę stanu środowiska wodnego. Wskazują one na zmiany w jakości wody, które mogą być spowodowane przez działalność człowieka. Wskazują one na zmiany w jakości wody, które mogą być spowodowane przez działalność człowieka.

Osaka University, Osaka, Japan

[illegible]

biochemical, histopathological and immunohistochemical

[illegible]

Несомненно, взаимодействие обобщенных функций с группой, определяющей симметрию пространства, имеет значение для понимания механизмов формирования пространственных представлений. В частности, в работе [1] показано, что при рассмотрении пространственных представлений в терминах обобщенных функций можно выявить некоторые закономерности, связанные с симметрией пространства. В частности, показано, что при рассмотрении пространственных представлений в терминах обобщенных функций можно выявить некоторые закономерности, связанные с симметрией пространства.

Additional information is available at <http://www.elsevier.com/locate/bsc>

Ważną odpowiedzialność finansową, którą typowo przejmują rodzice, jest wydatki na wyżywienie i ubiór. W tym celu rodzice najczęściej wykorzystują swoje własne oszczędności, a także środki z budżetu państwa. W tym celu rodzice najczęściej wykorzystują swoje własne oszczędności, a także środki z budżetu państwa.

Fontos tudnivalók az elemekről

[illegible]

Wahneema Lubiano

[illegible]



4

As a result, the allocation of targets made up the official development planning in the 1970s. Consequently, it was not until the 1980s that the government began to encourage the private sector to play a role in the economy. In the 1990s, the government began to encourage the private sector to play a role in the economy. In the 1990s, the government began to encourage the private sector to play a role in the economy.

[illegible]

De îndată ce s-a încheiat sesiunea de lucru, s-a început să se discute despre proiectul de lege privind accesul la informație publică. În cadrul sesiunii de lucru, s-a discutat despre proiectul de lege privind accesul la informație publică, care este un proiect de lege care are ca scop să asigure accesul public la informație publică. Acest proiect de lege este foarte important pentru că va permite publicului să aibă acces la informație publică, ceea ce este foarte important pentru transparența și integritatea procesului de luare a deciziilor. Acest proiect de lege este foarte important pentru că va permite publicului să aibă acces la informație publică, ceea ce este foarte important pentru transparența și integritatea procesului de luare a deciziilor.

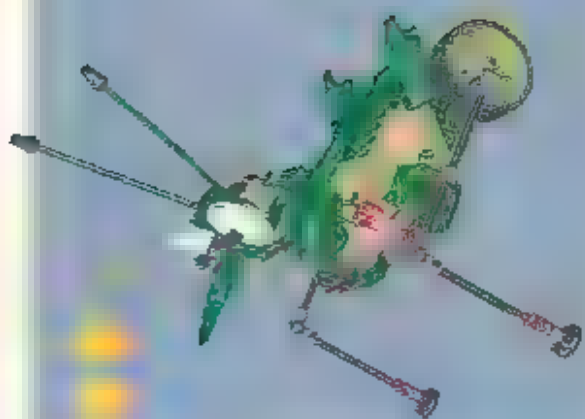
bedacht op de uitbreiding van de vloot. Het koninkrijk werd versterkt door de aankoop van twee nieuwe schepen, een *galleon* en een *galeon*. Het koninkrijk werd versterkt door de aankoop van twee nieuwe schepen, een *galleon* en een *galeon*.

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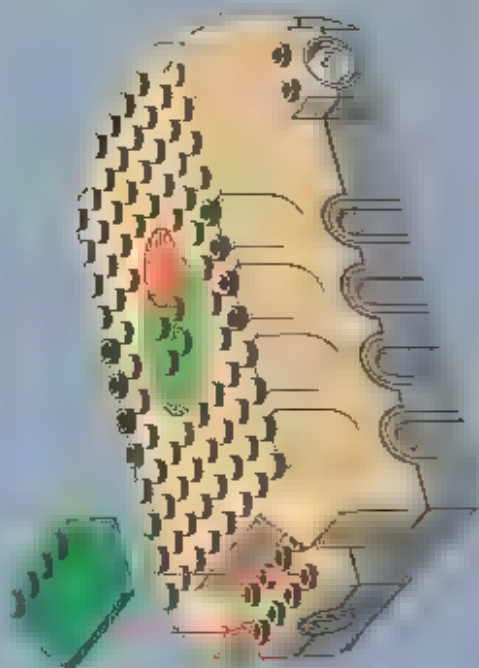






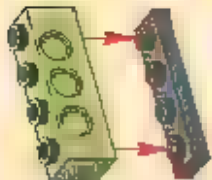


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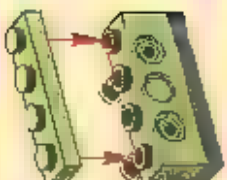
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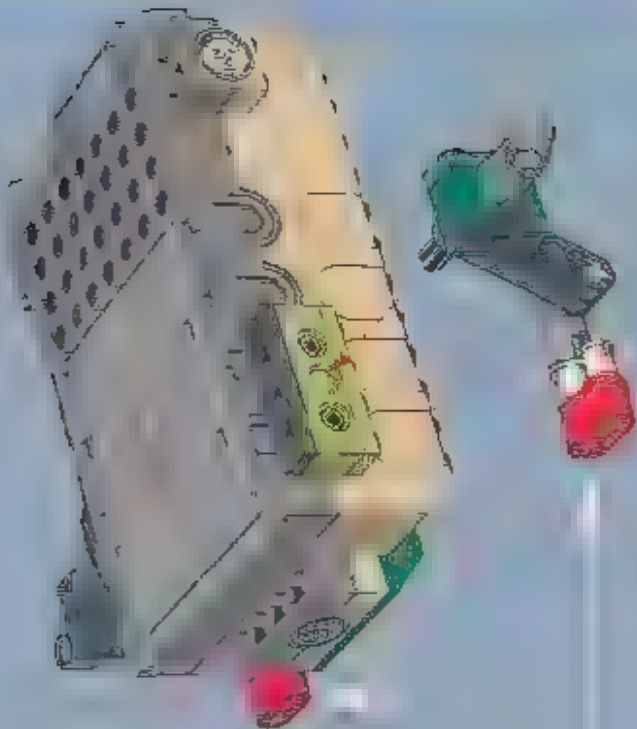
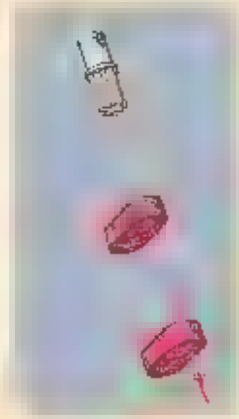
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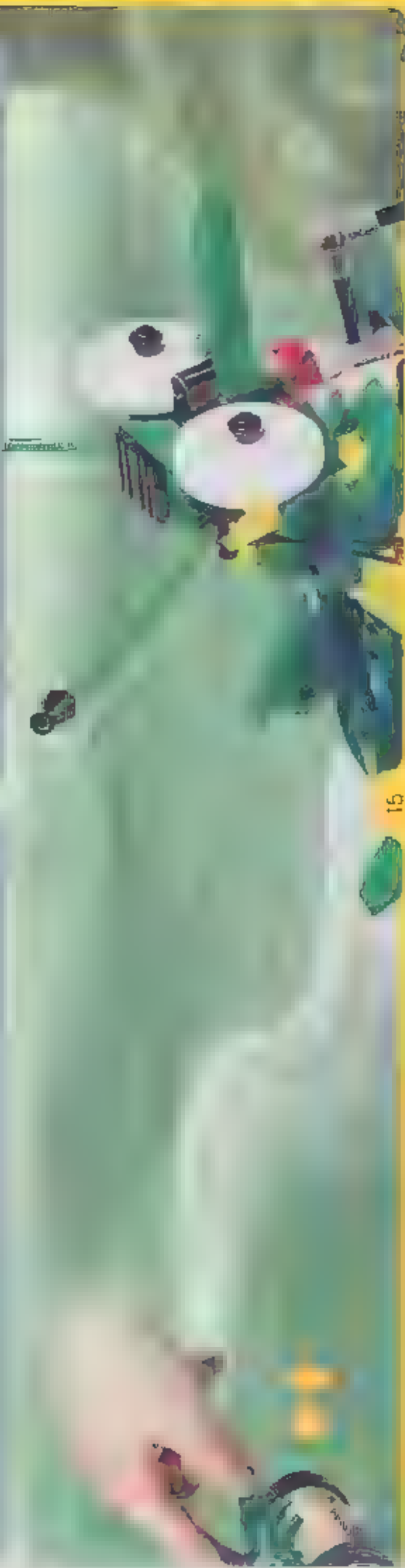
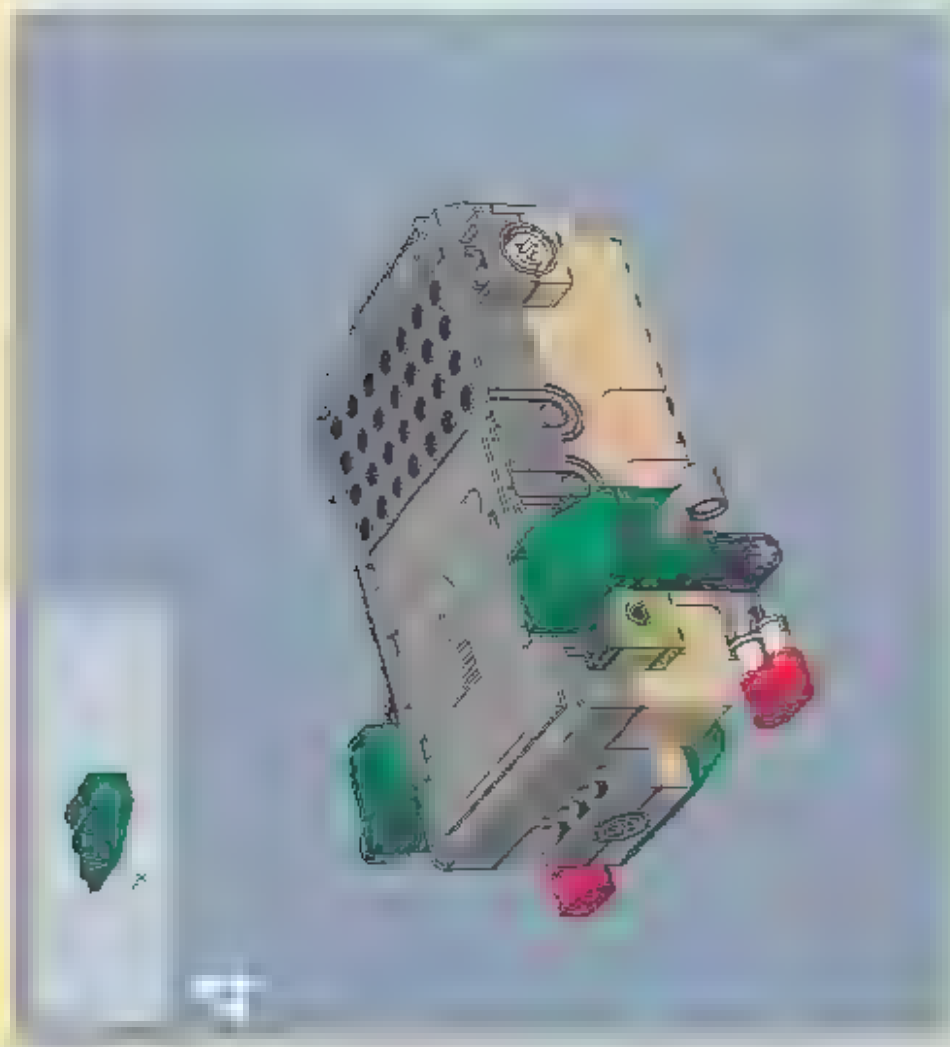


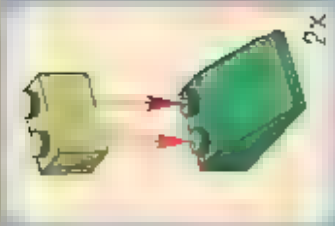
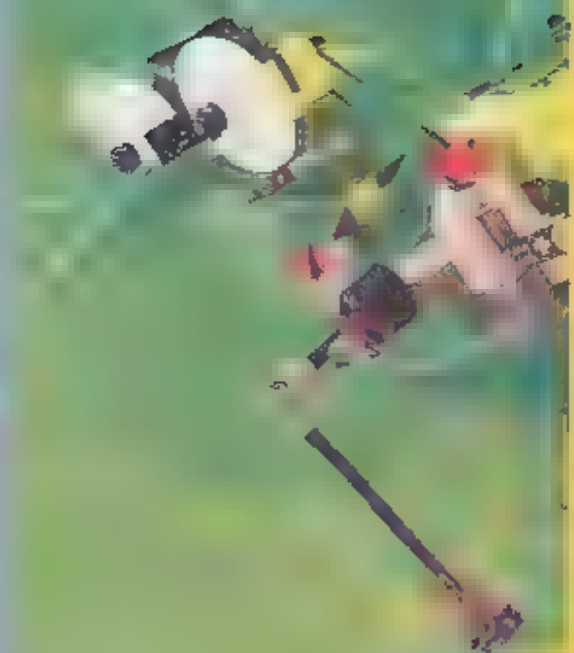
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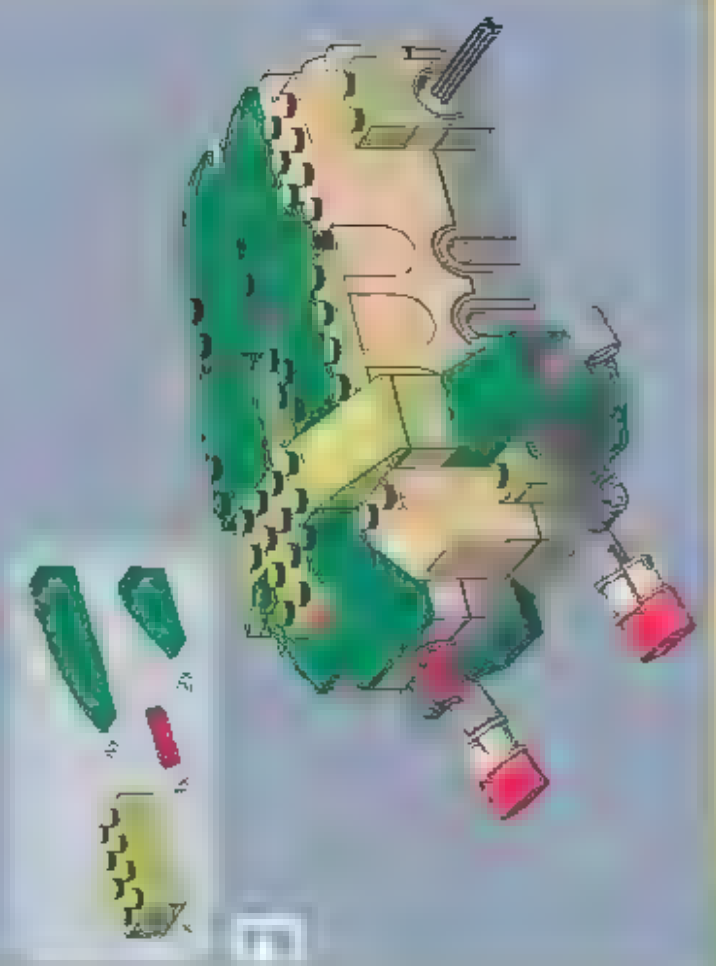
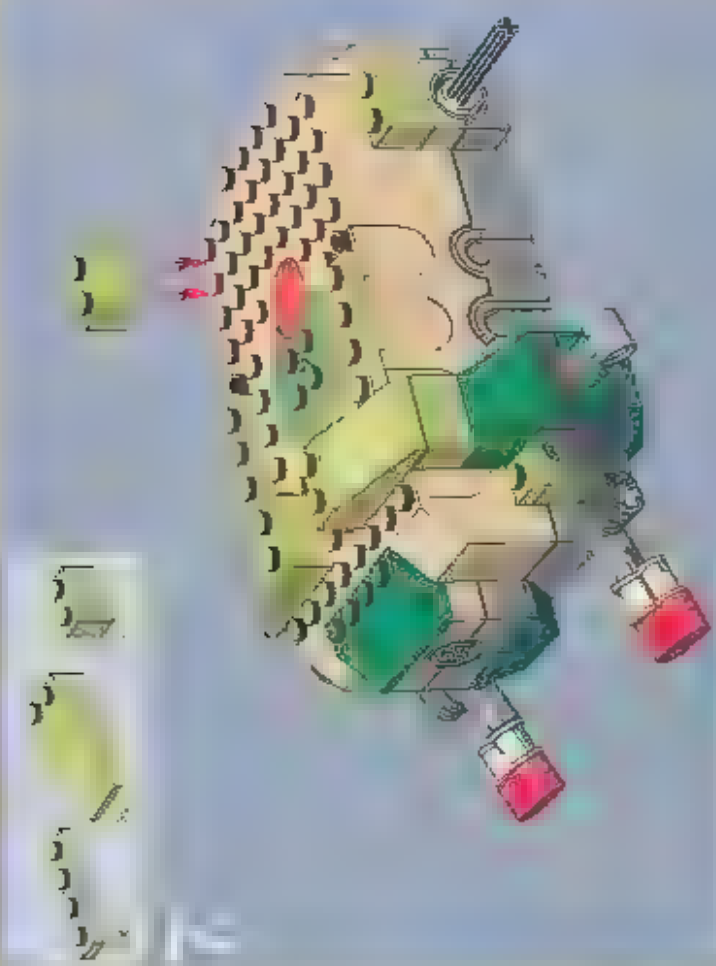
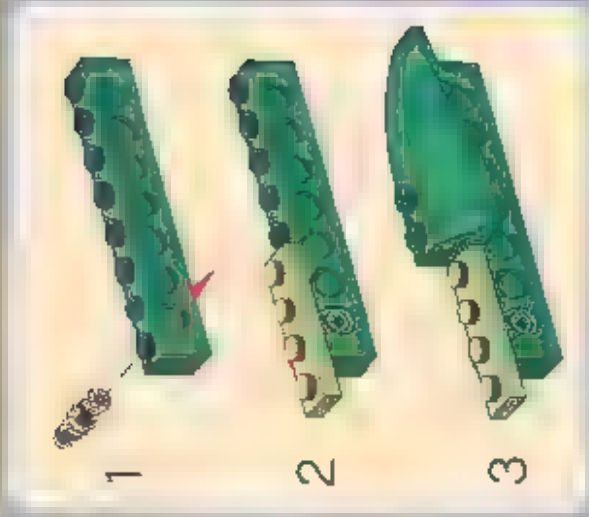


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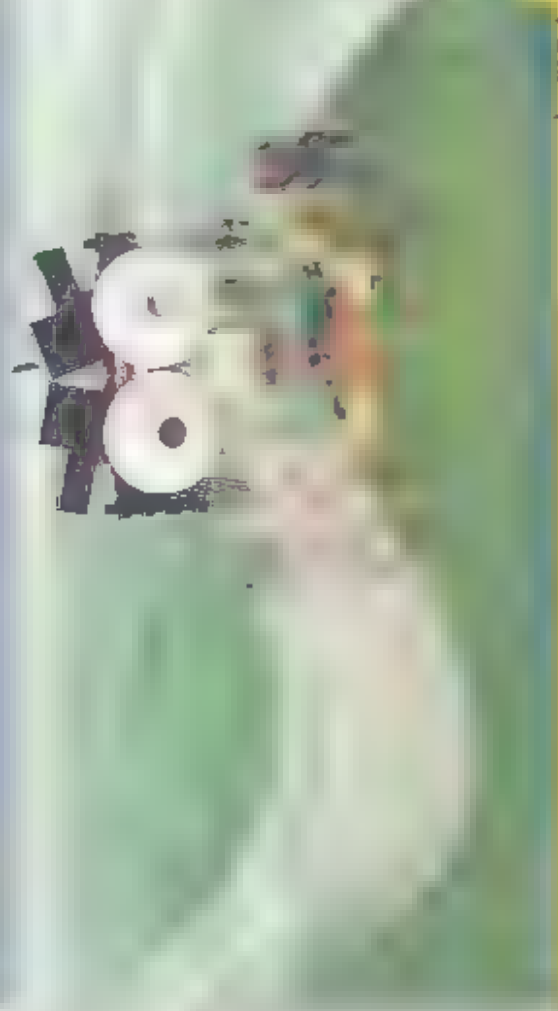






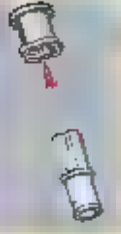








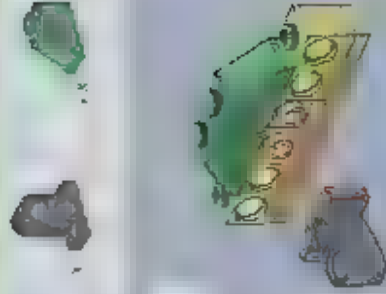
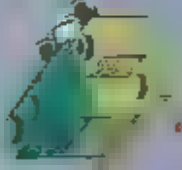
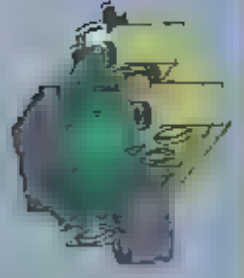
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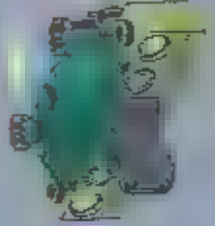
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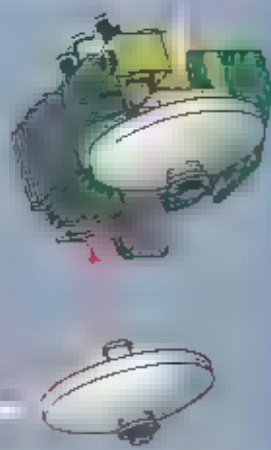


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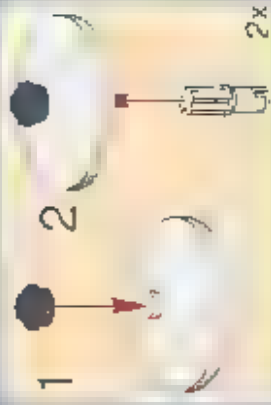




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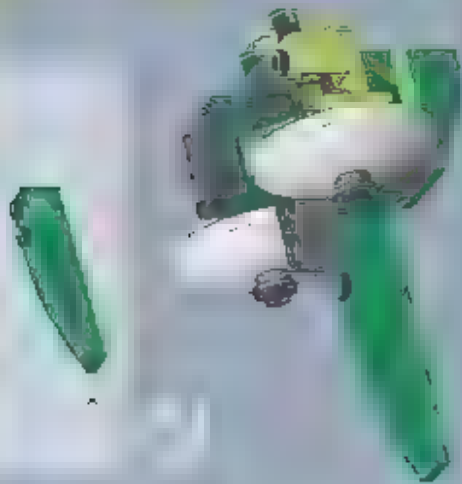


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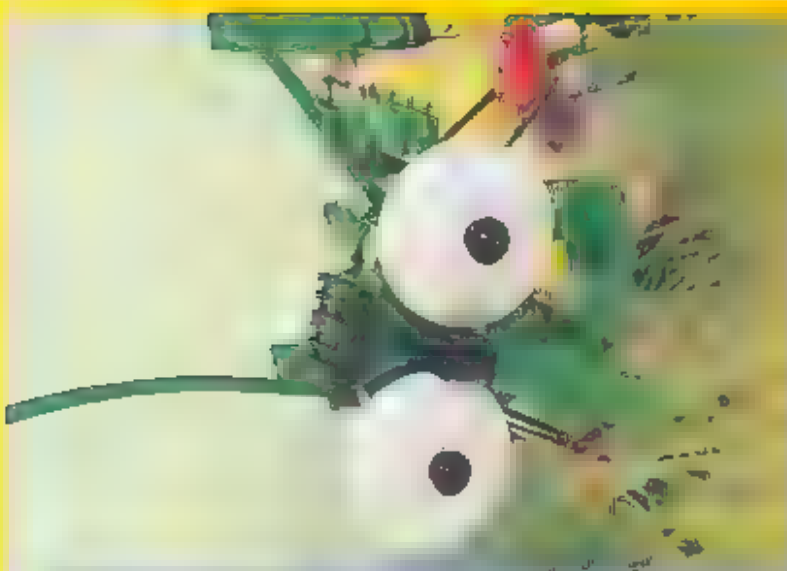
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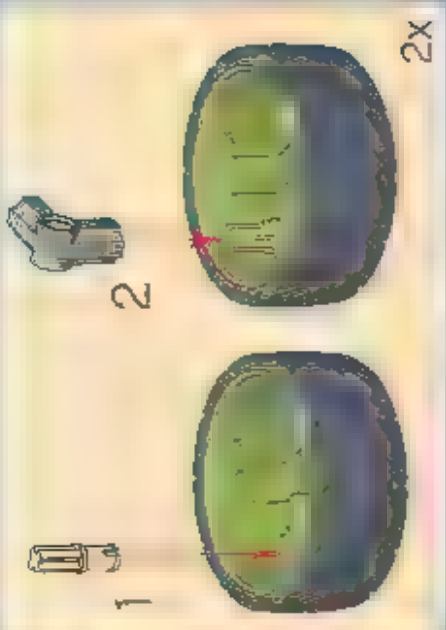
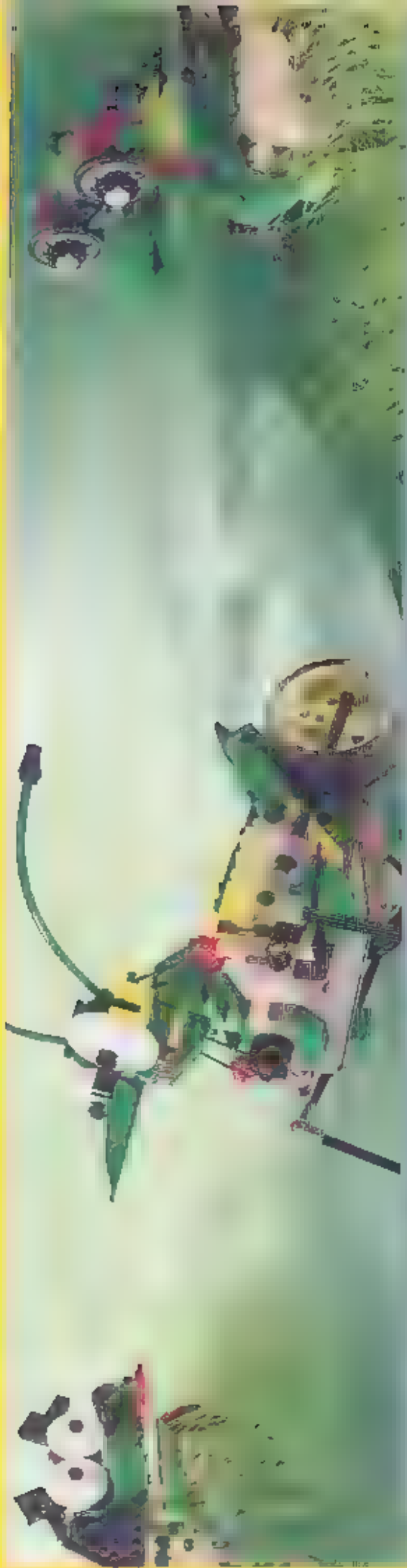
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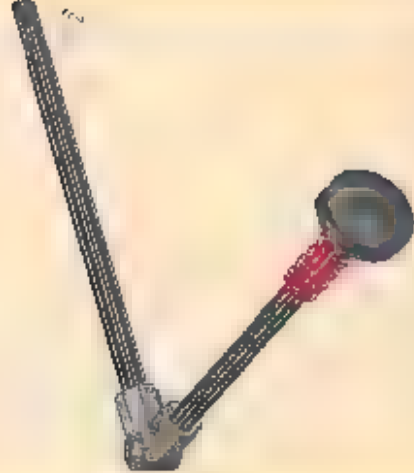




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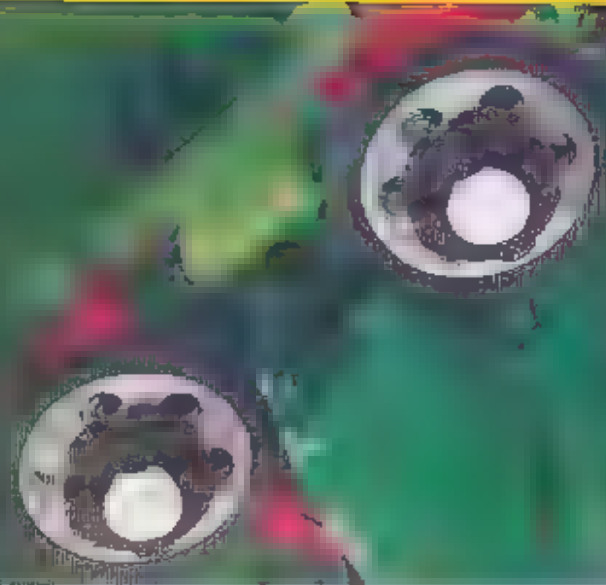
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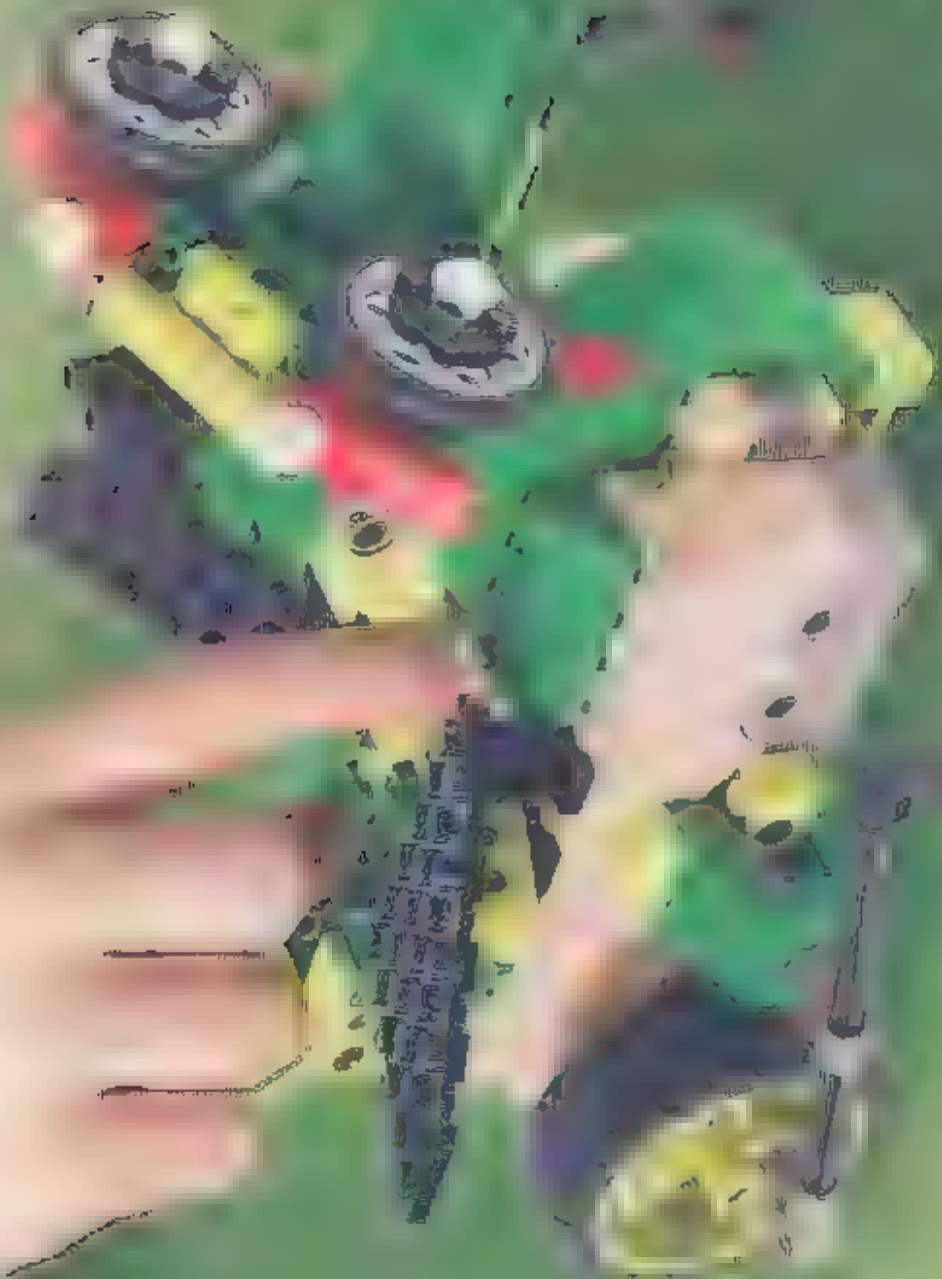


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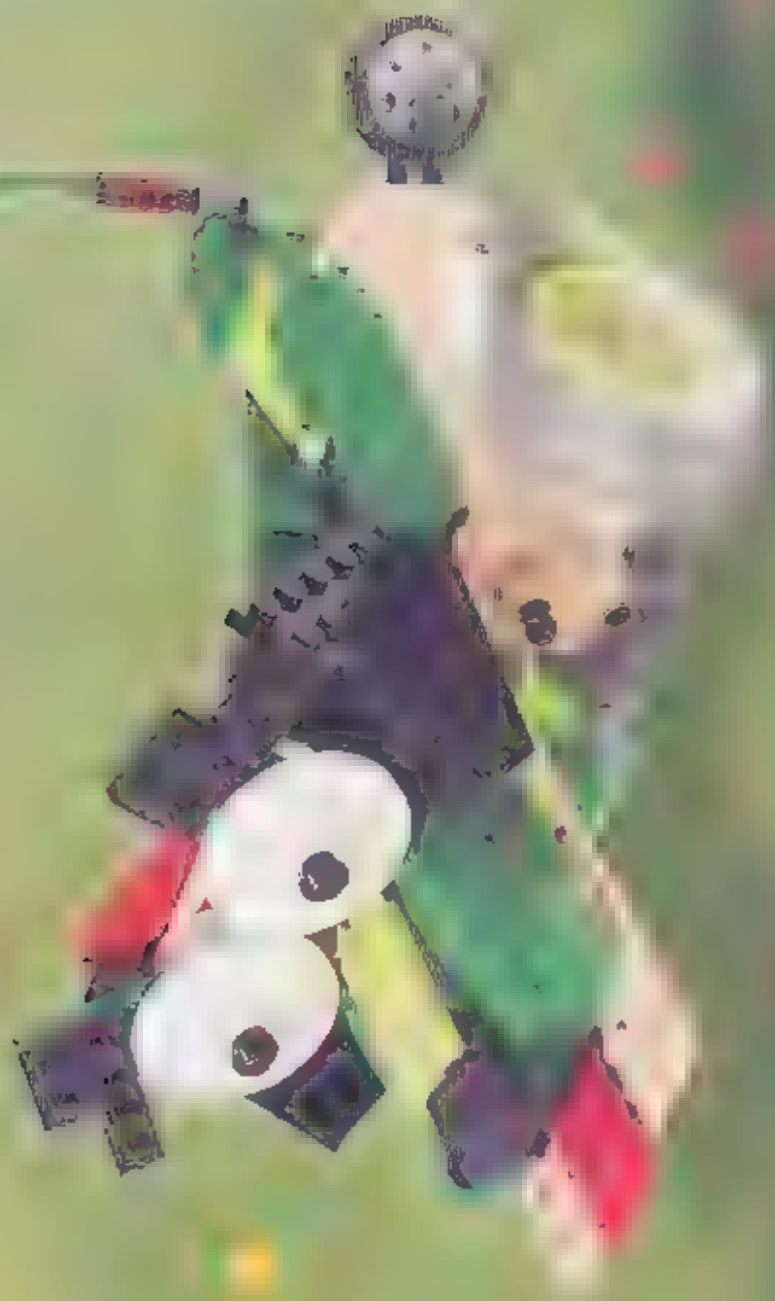


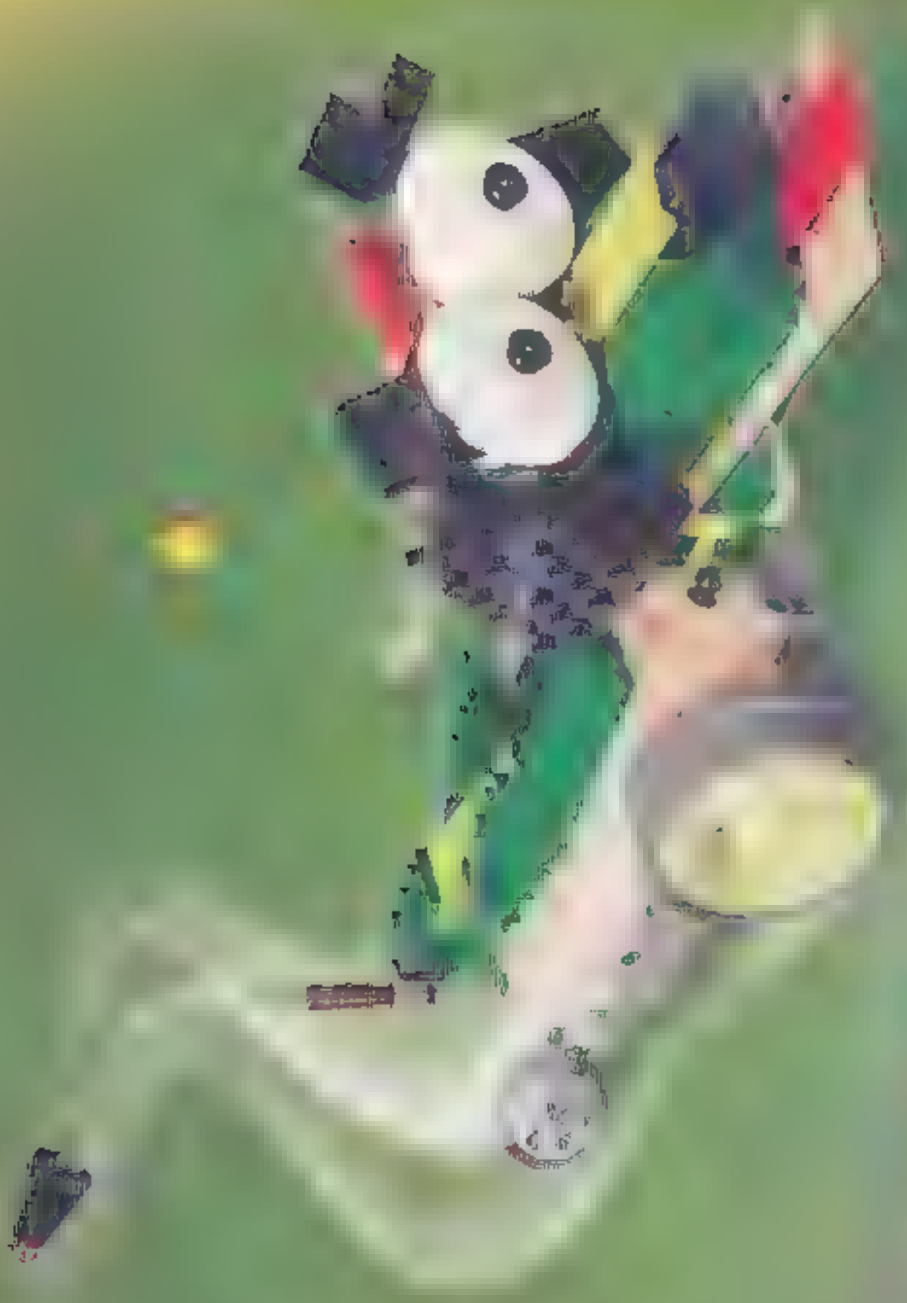
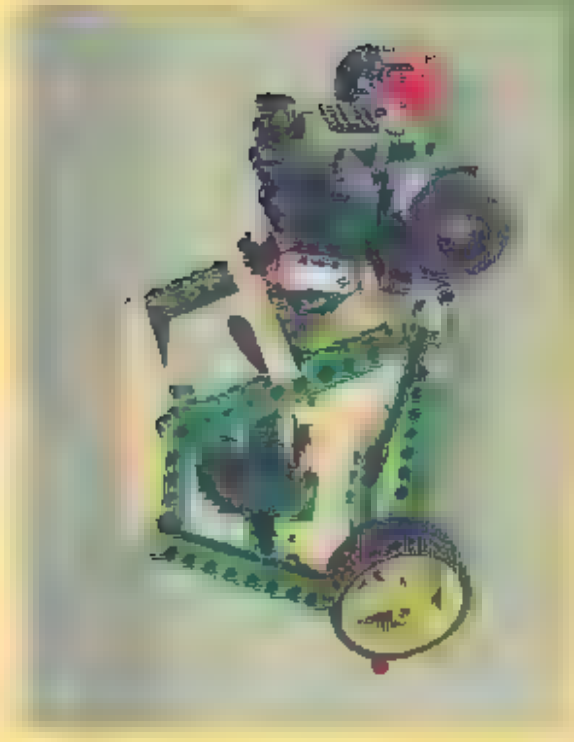
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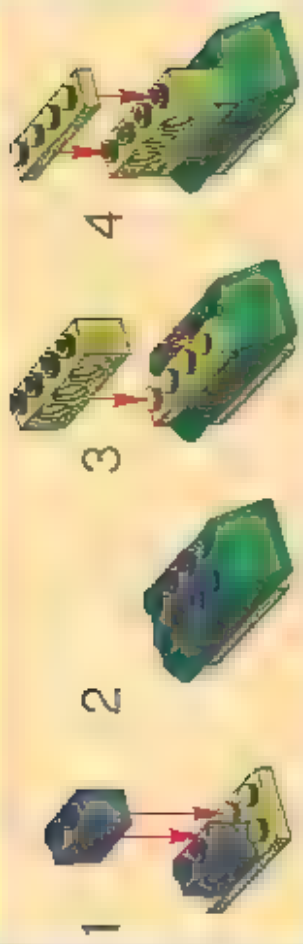
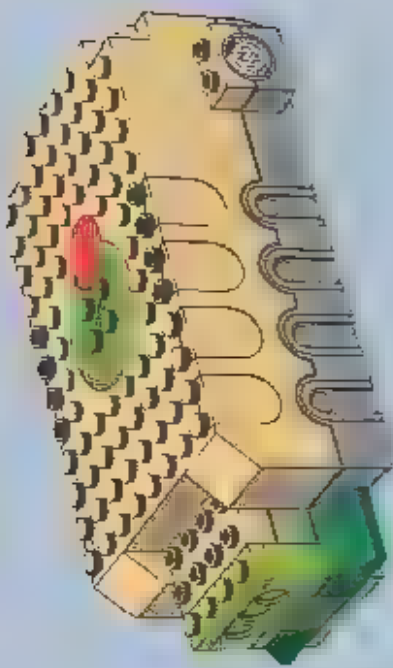
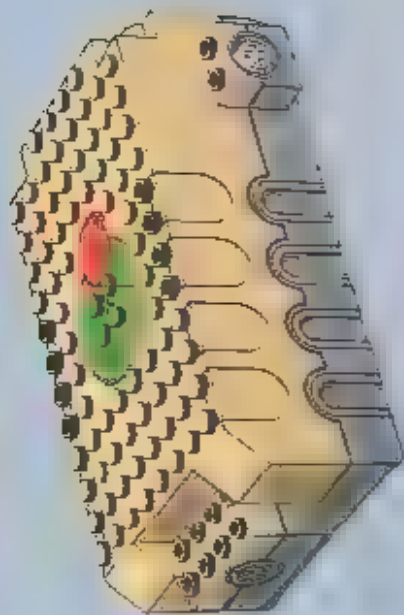


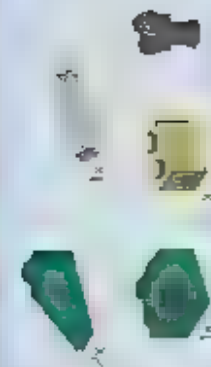




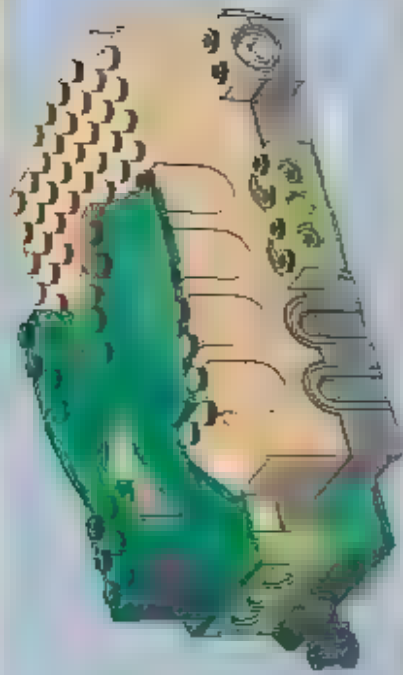
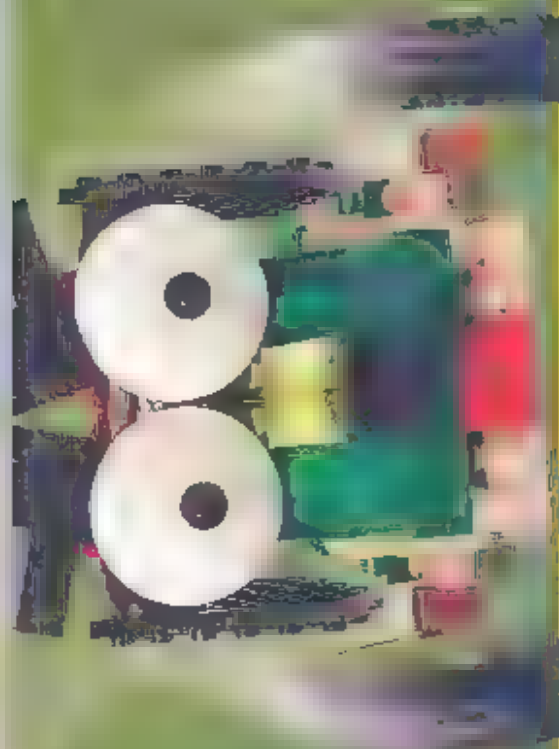


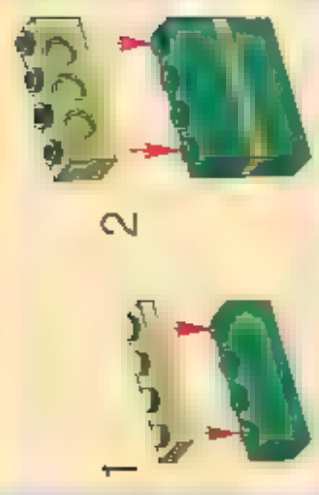
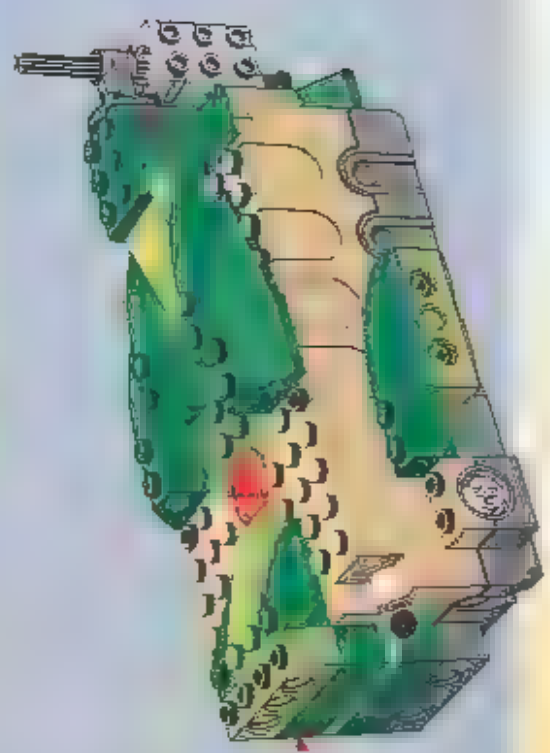
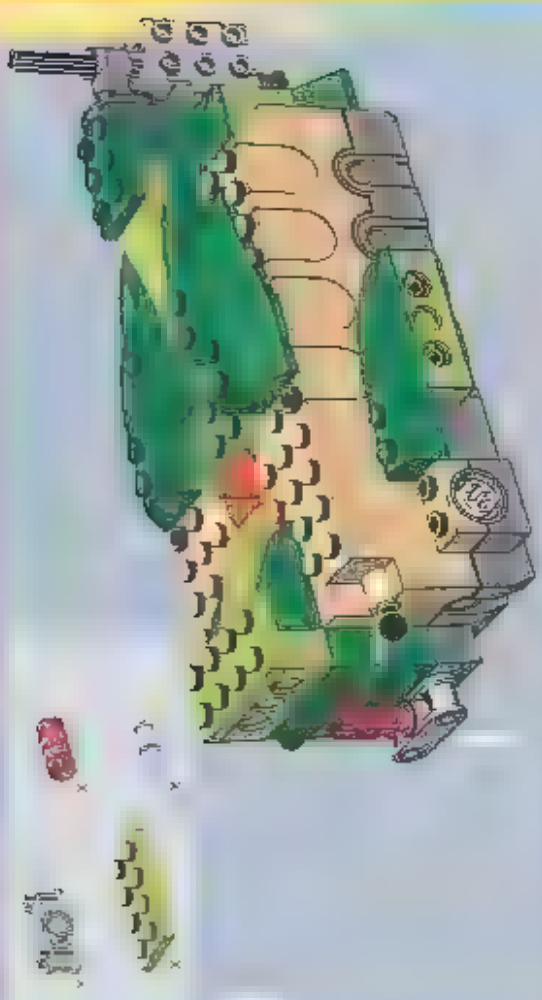
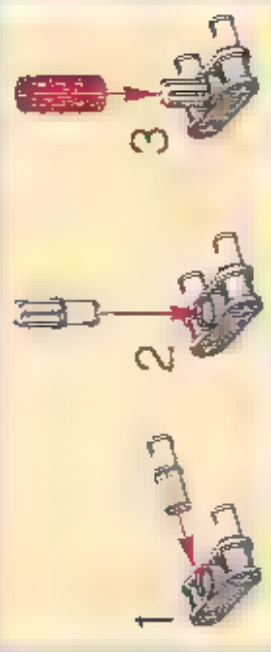


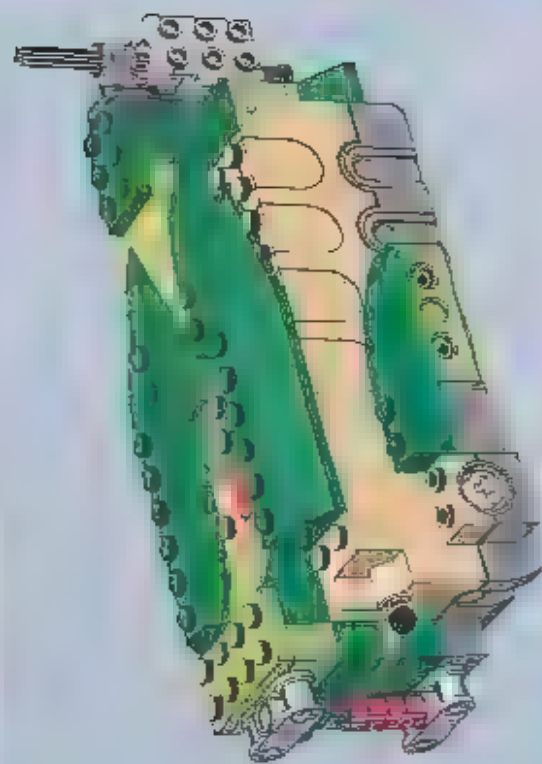


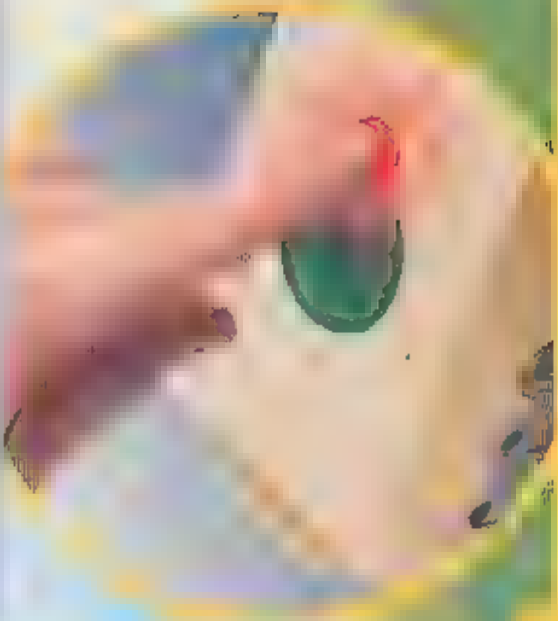
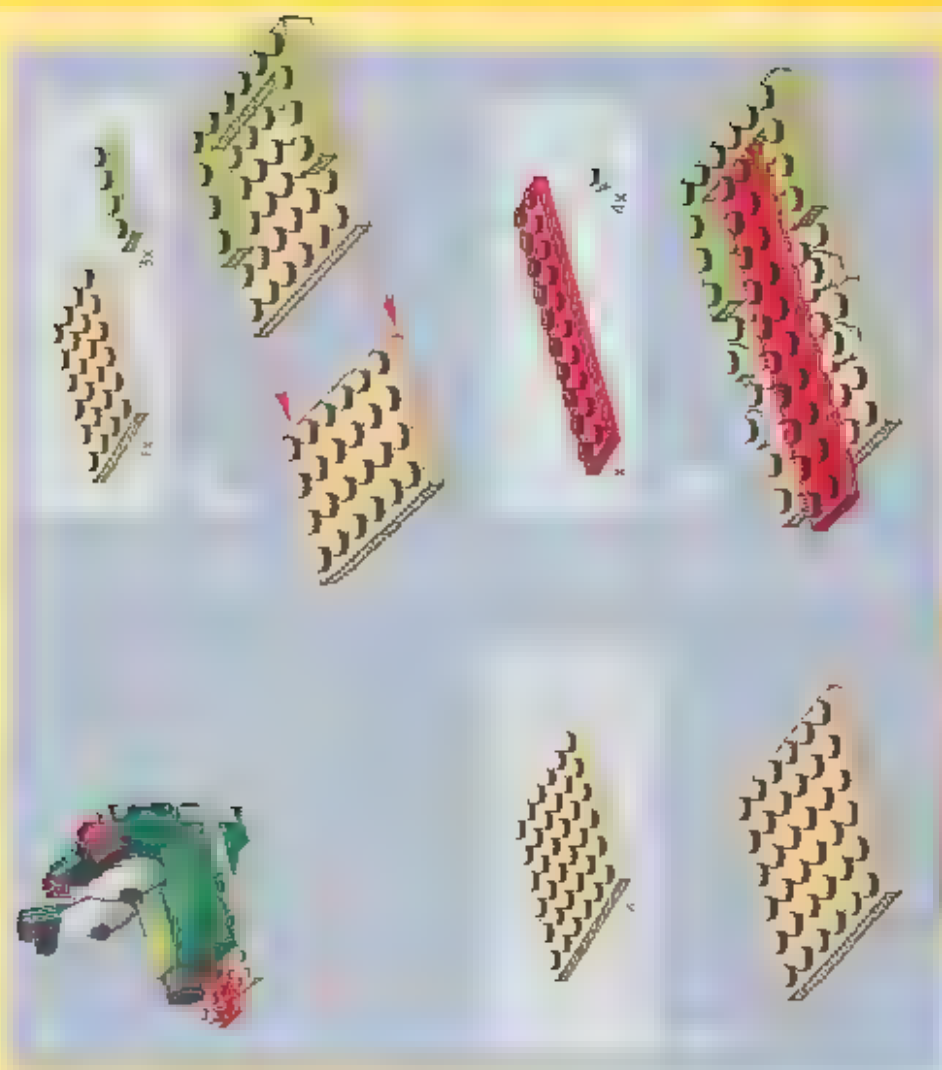


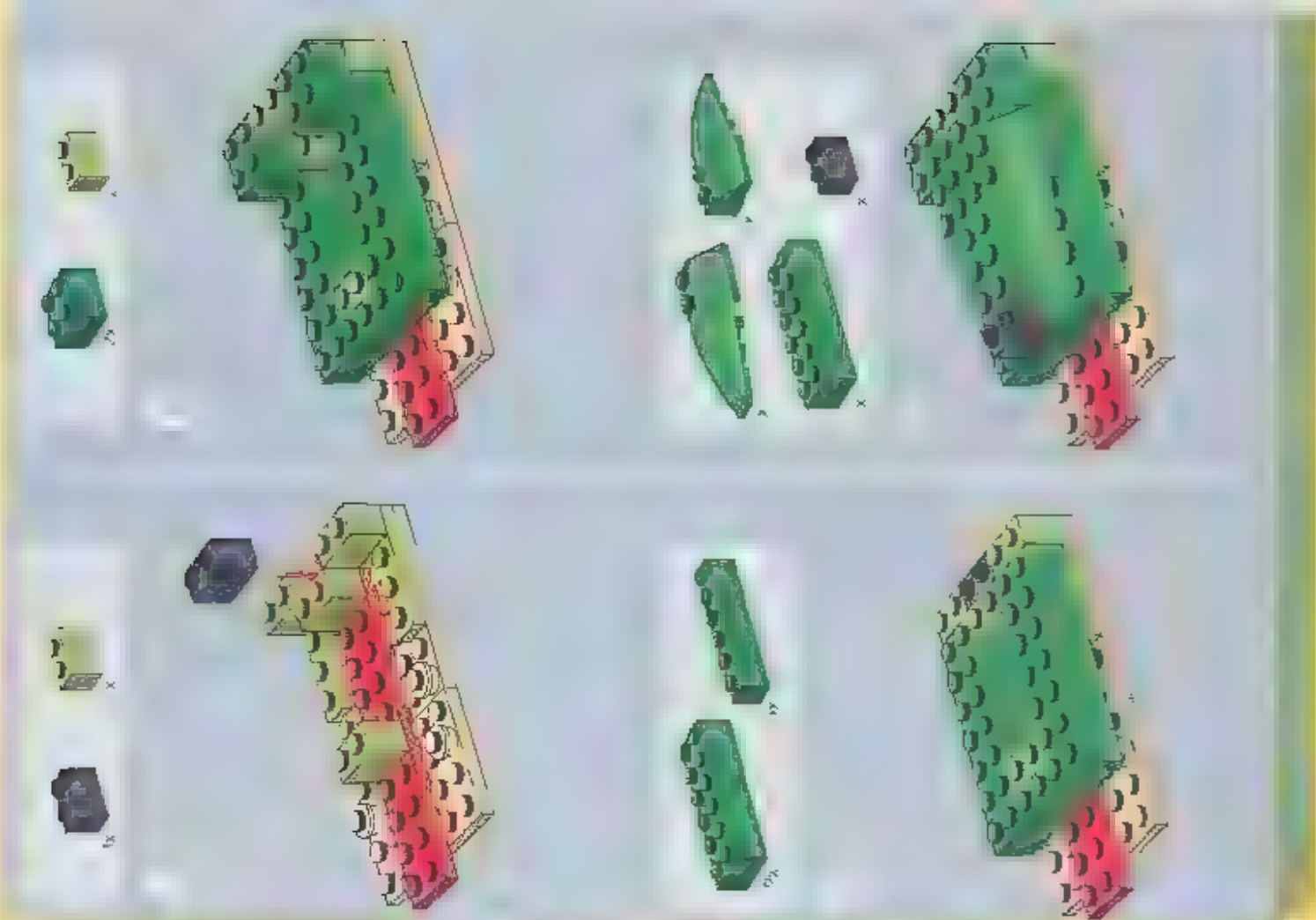
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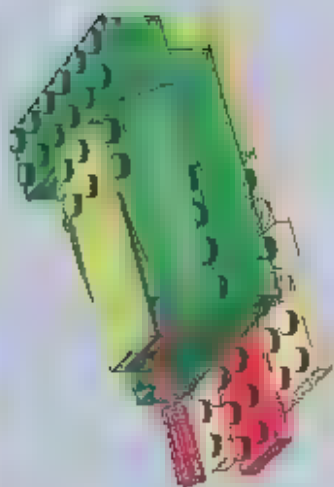
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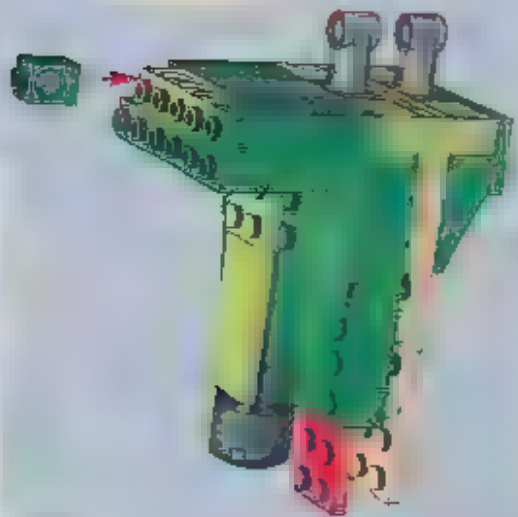
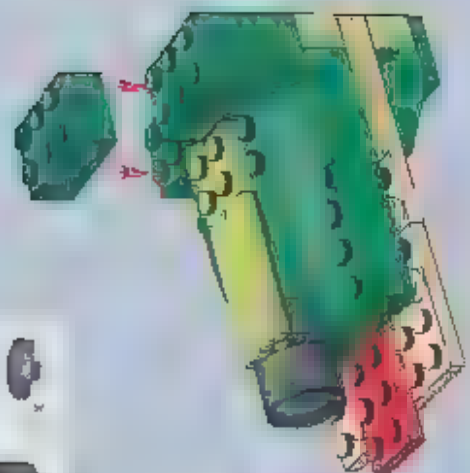
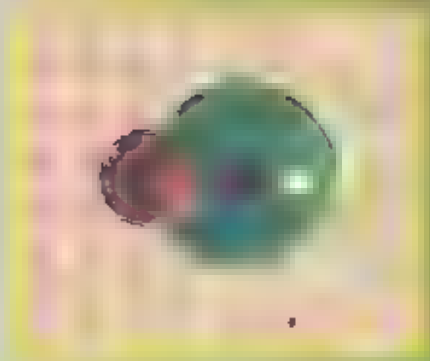


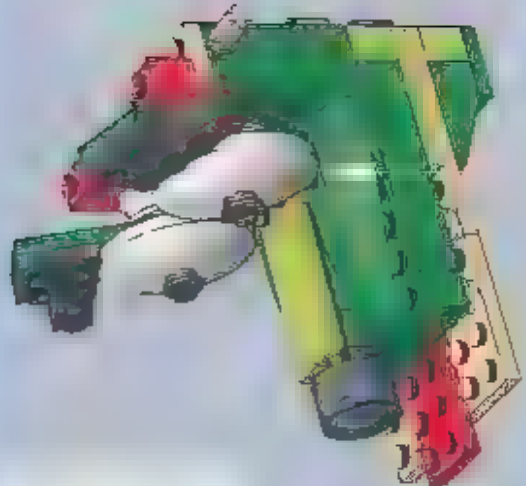
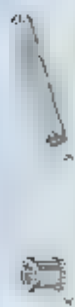
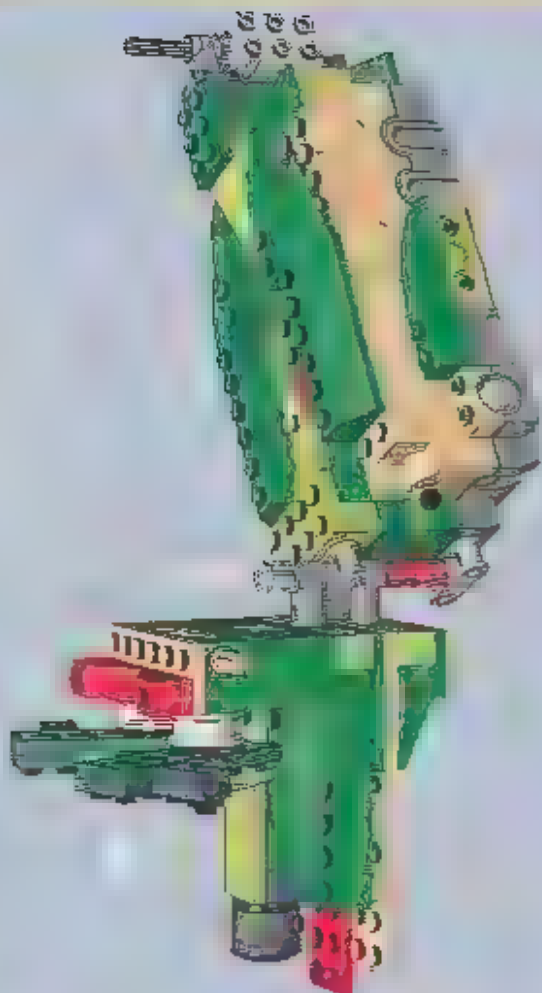
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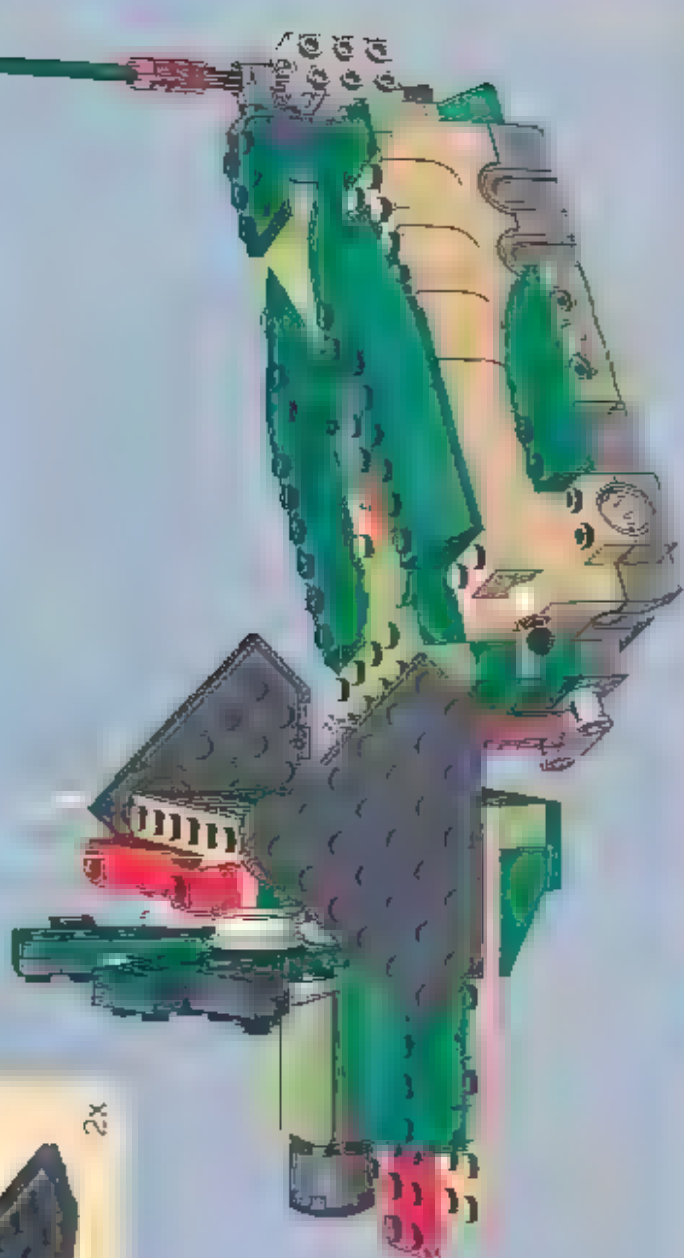


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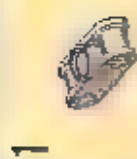












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3



4

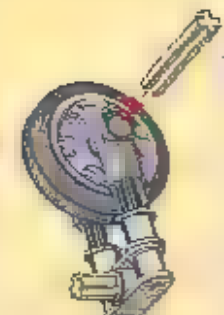


1



2

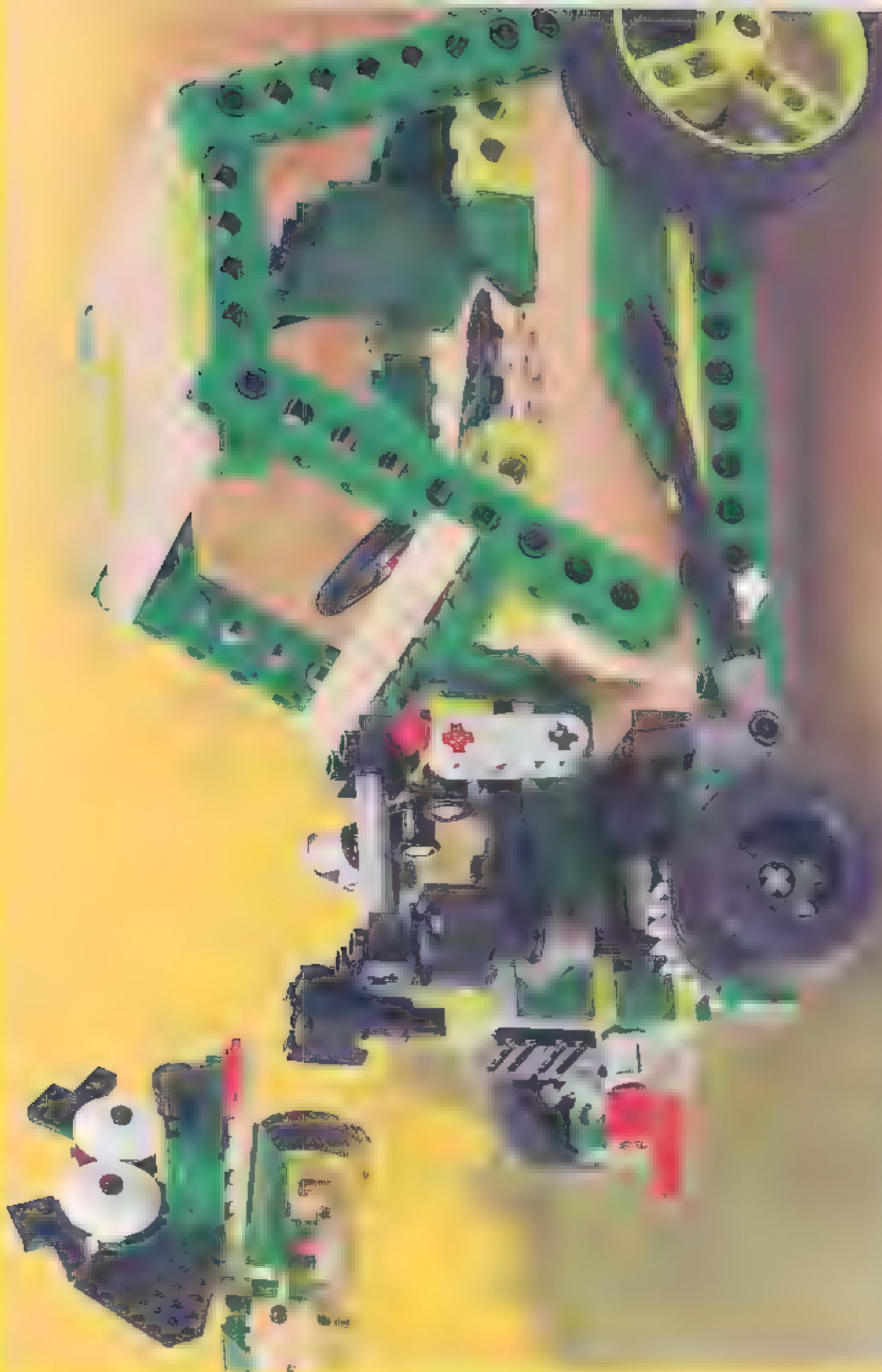
2x



5



1.1





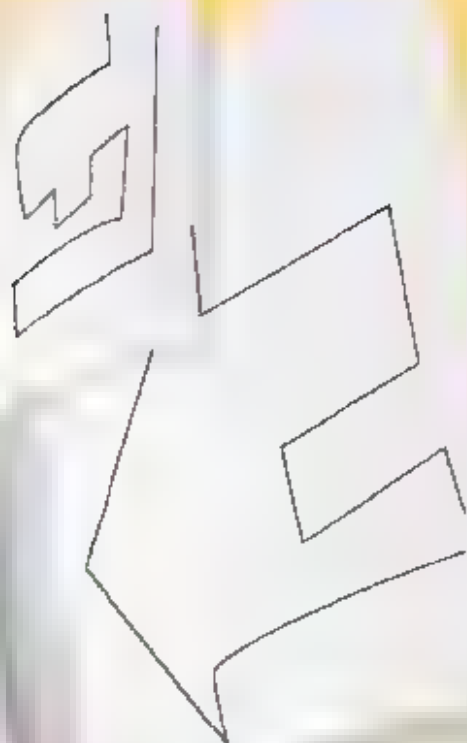








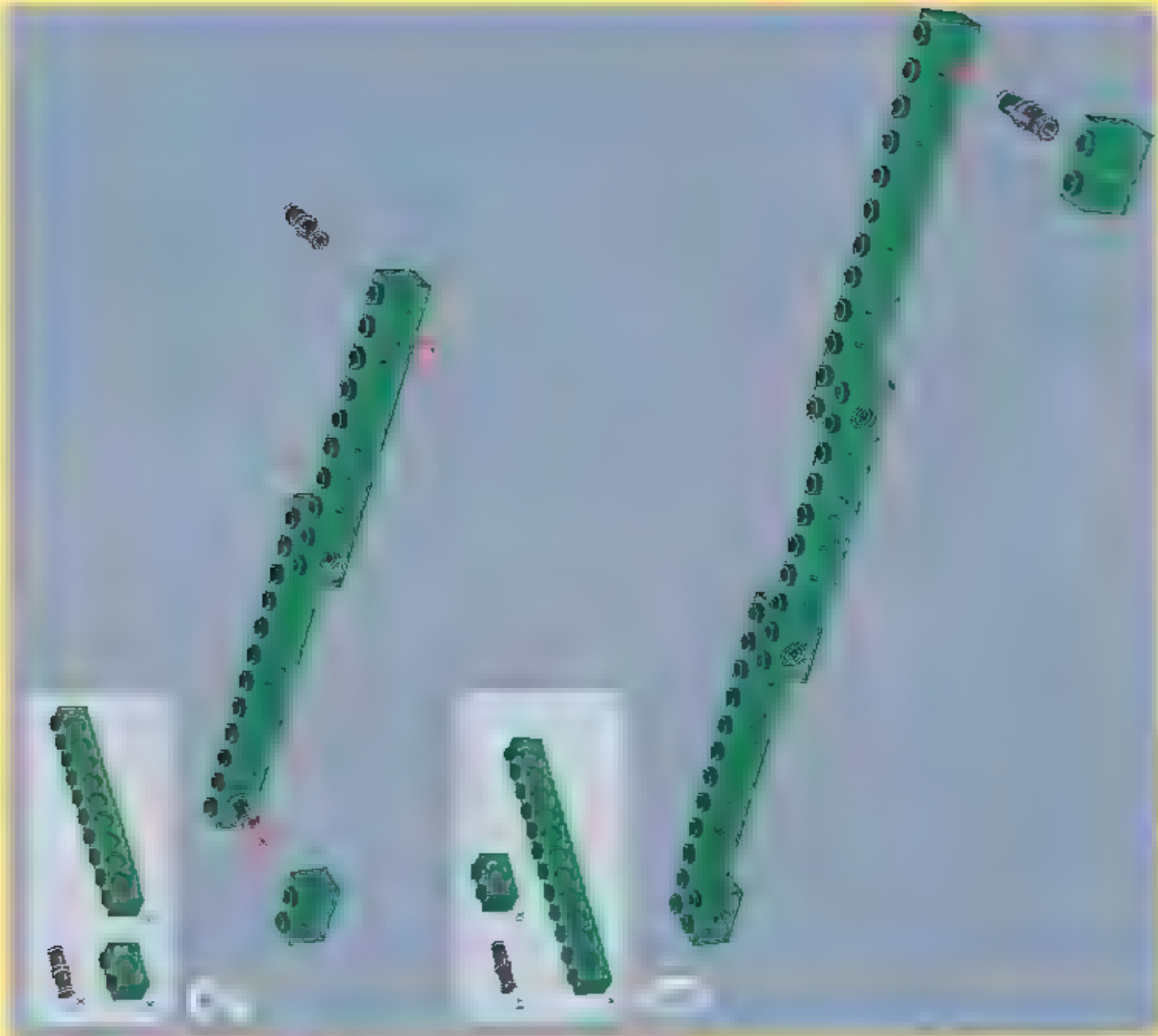


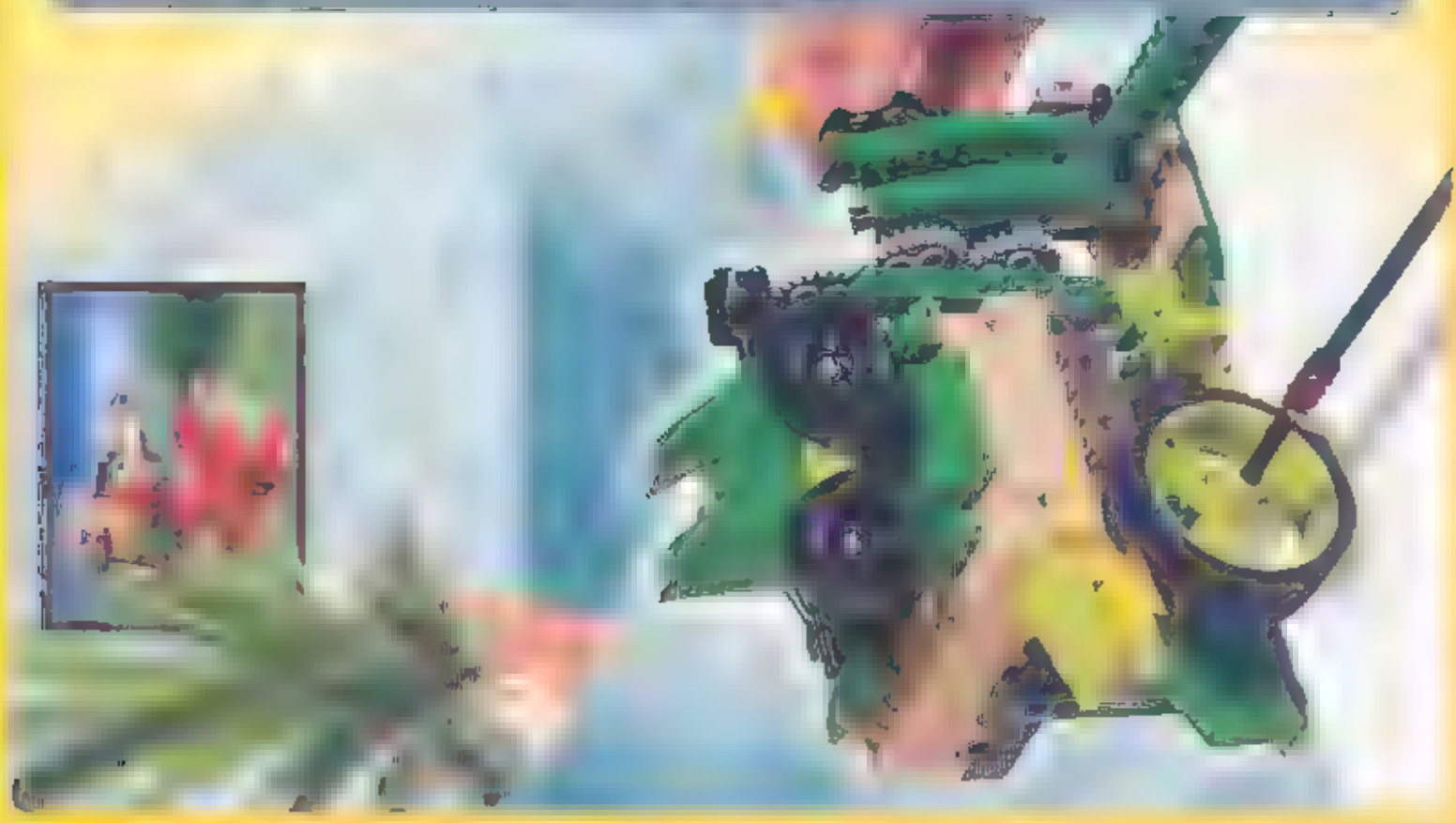


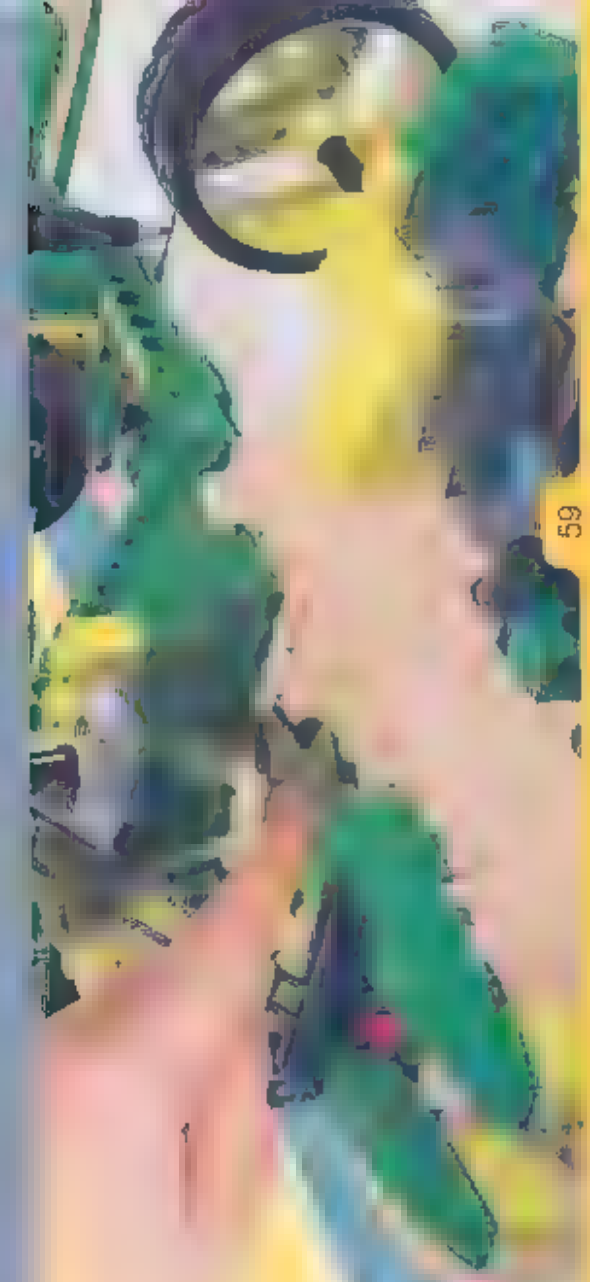
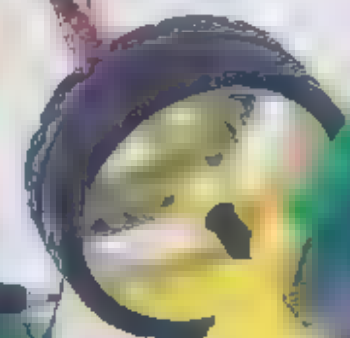
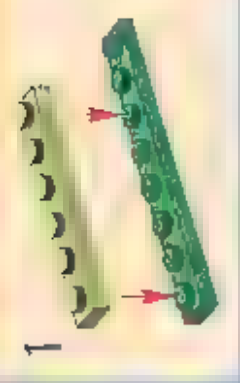
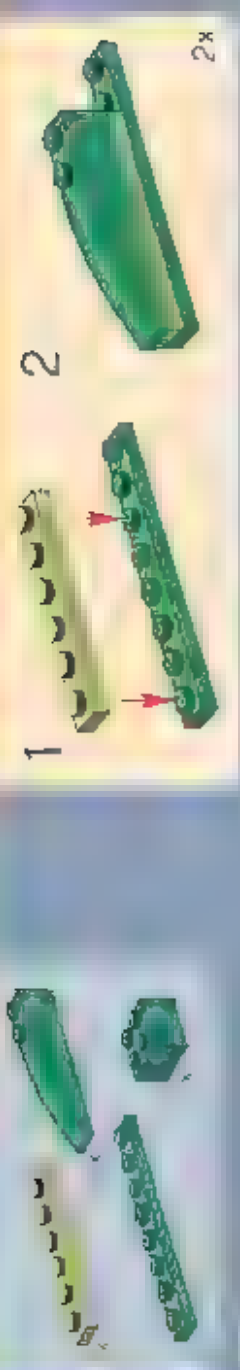
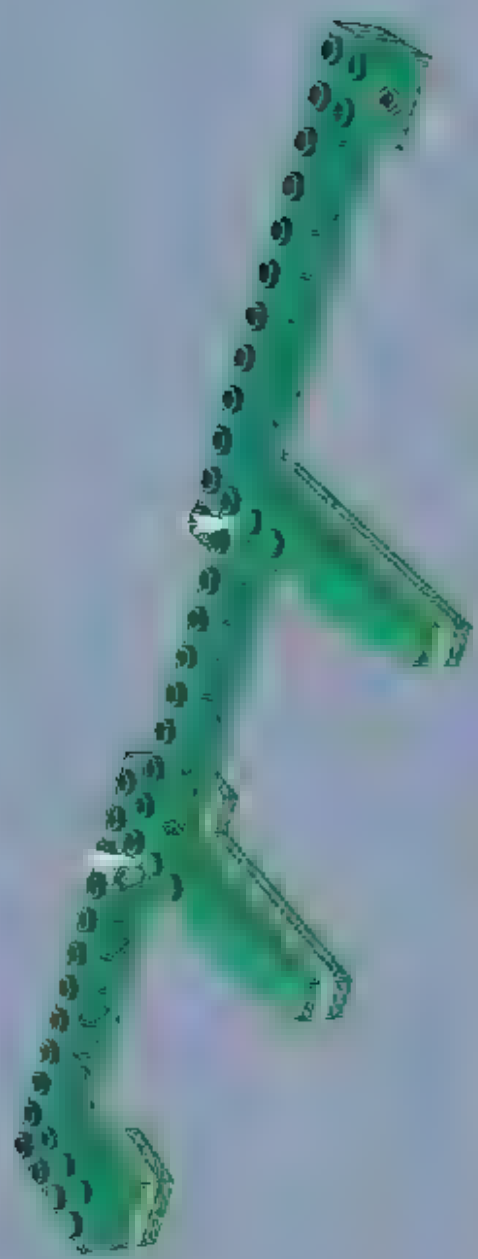


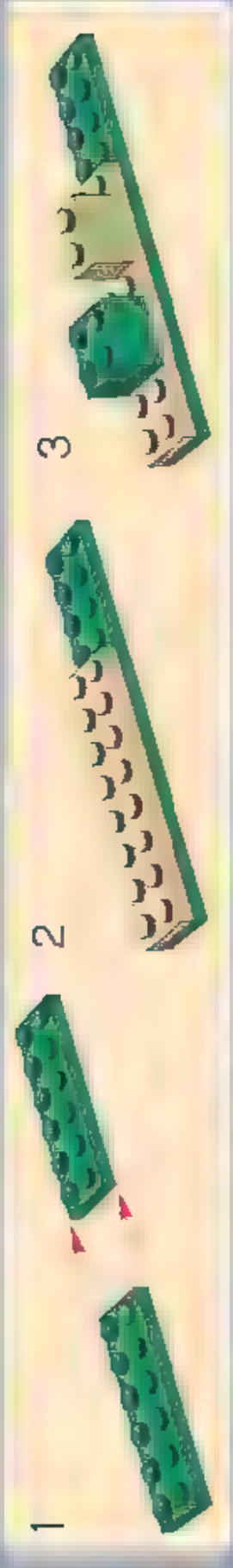
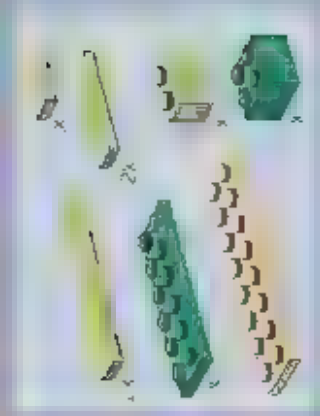
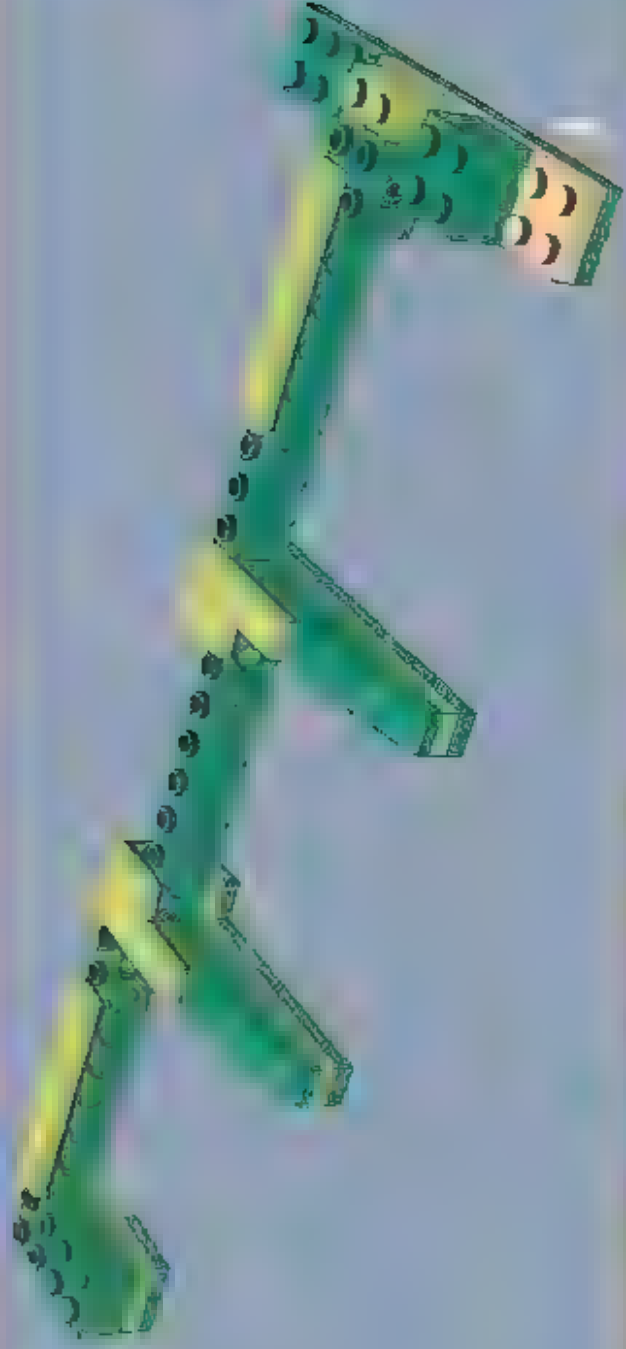


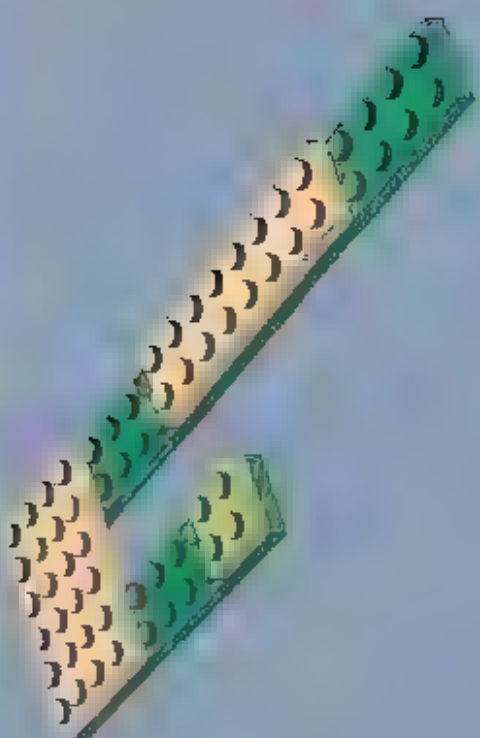




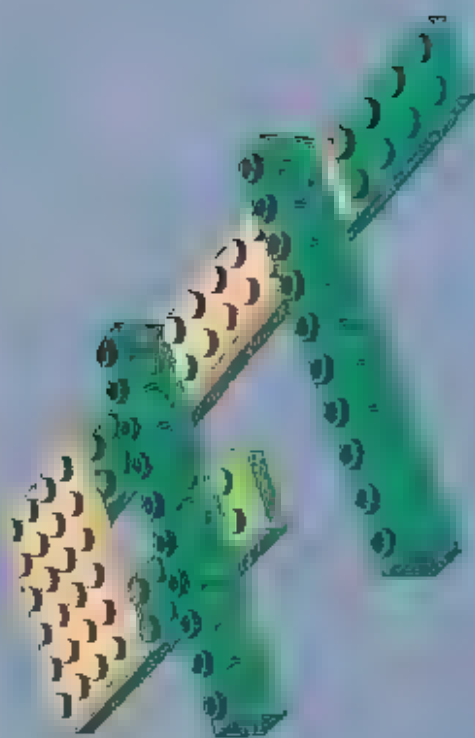




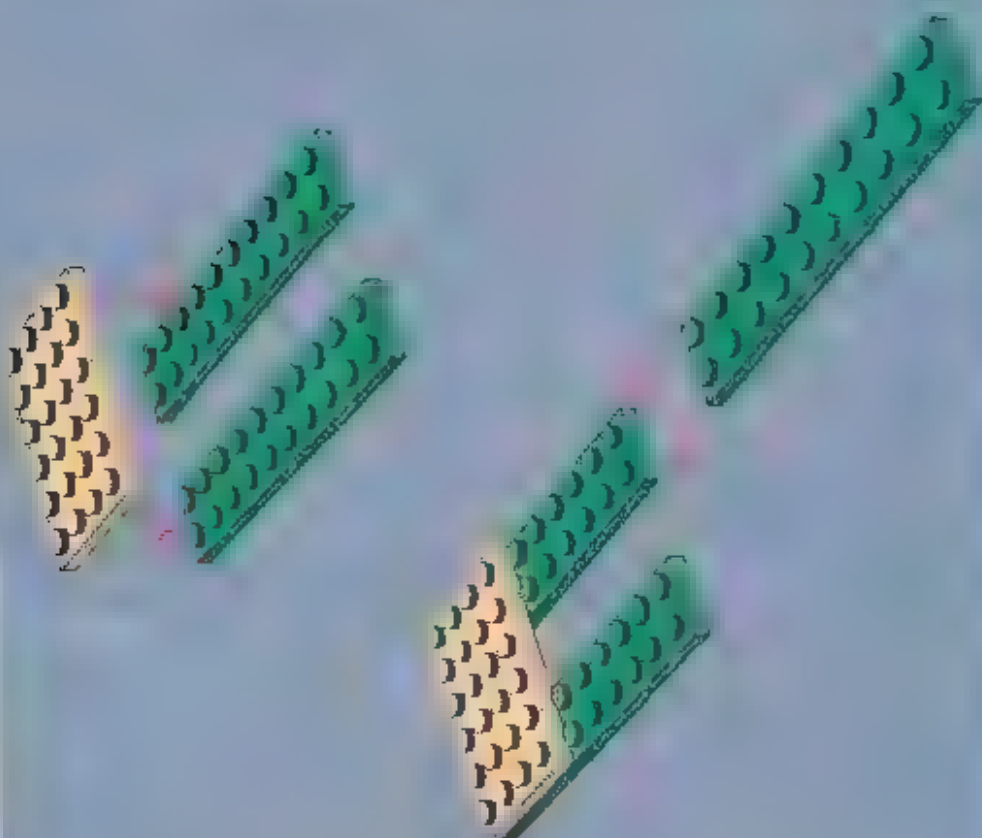




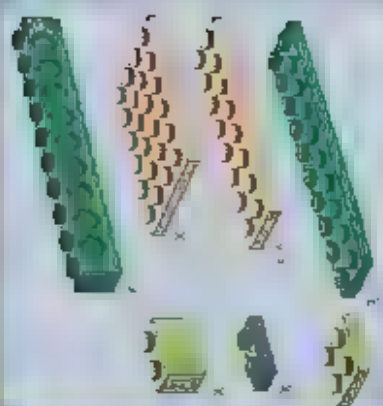
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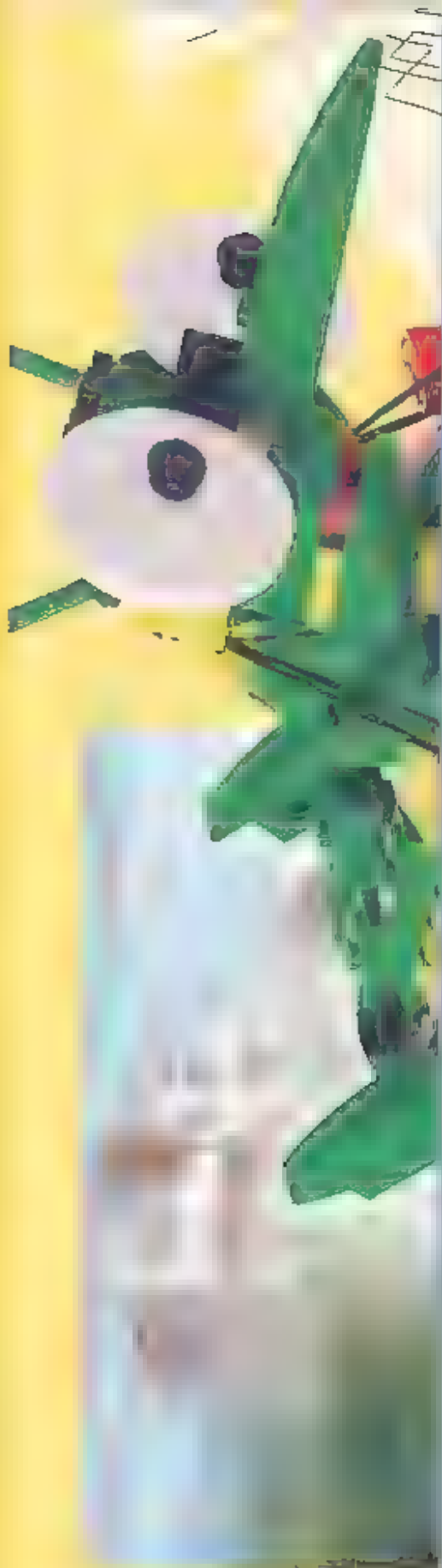
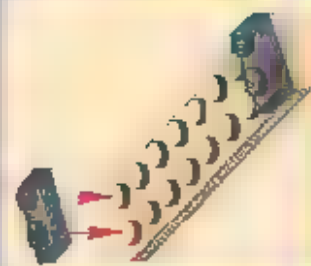
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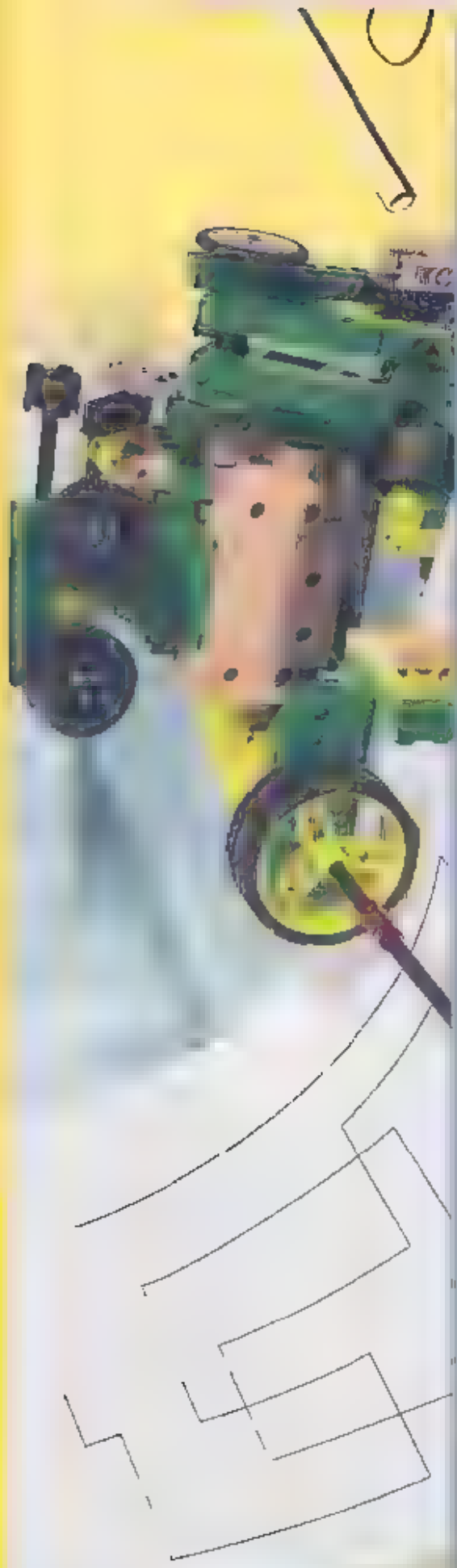
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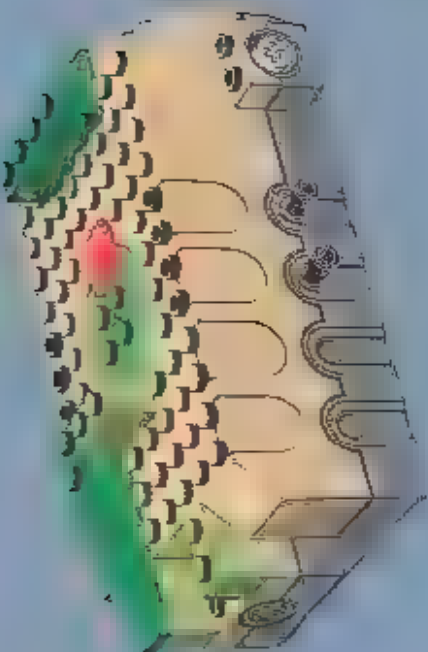
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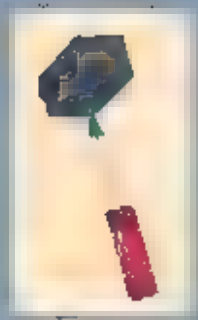




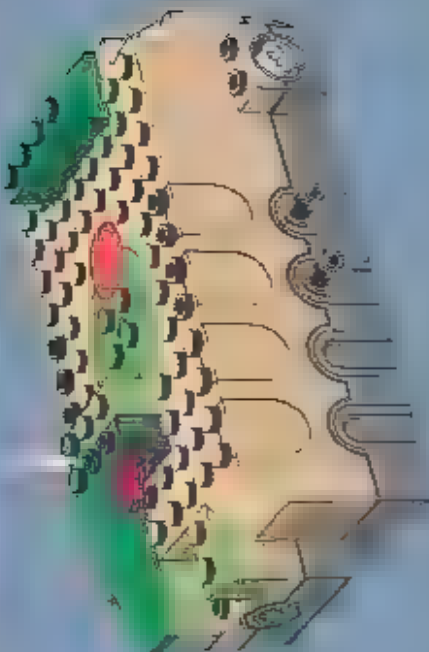




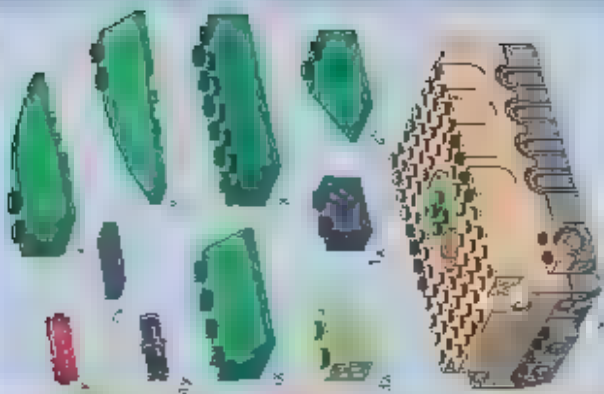
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12



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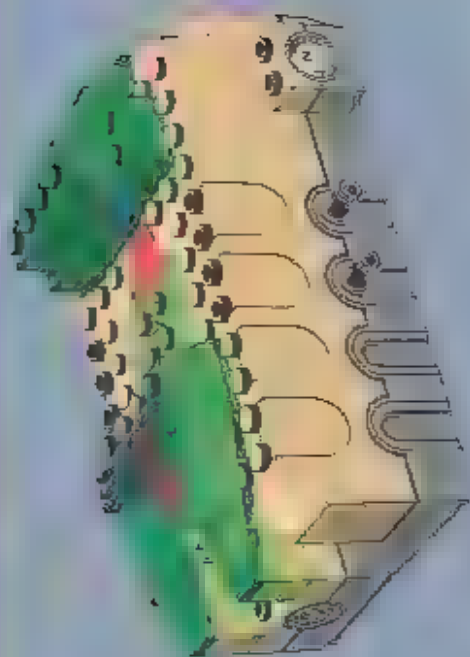
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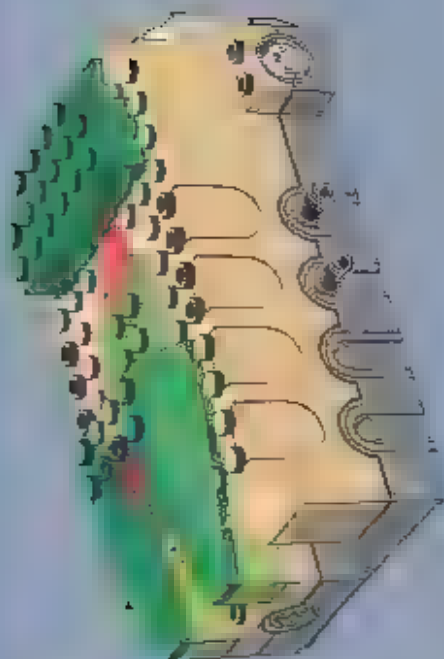
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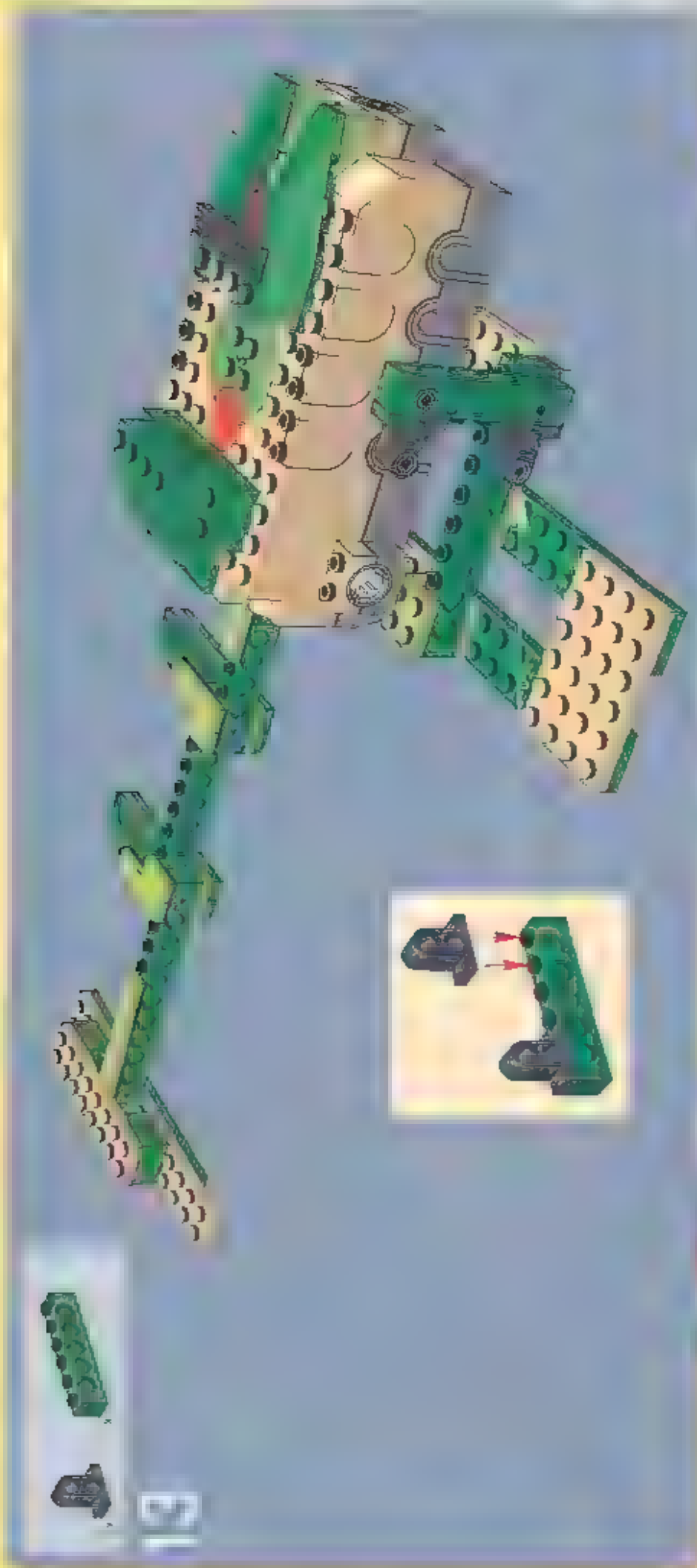


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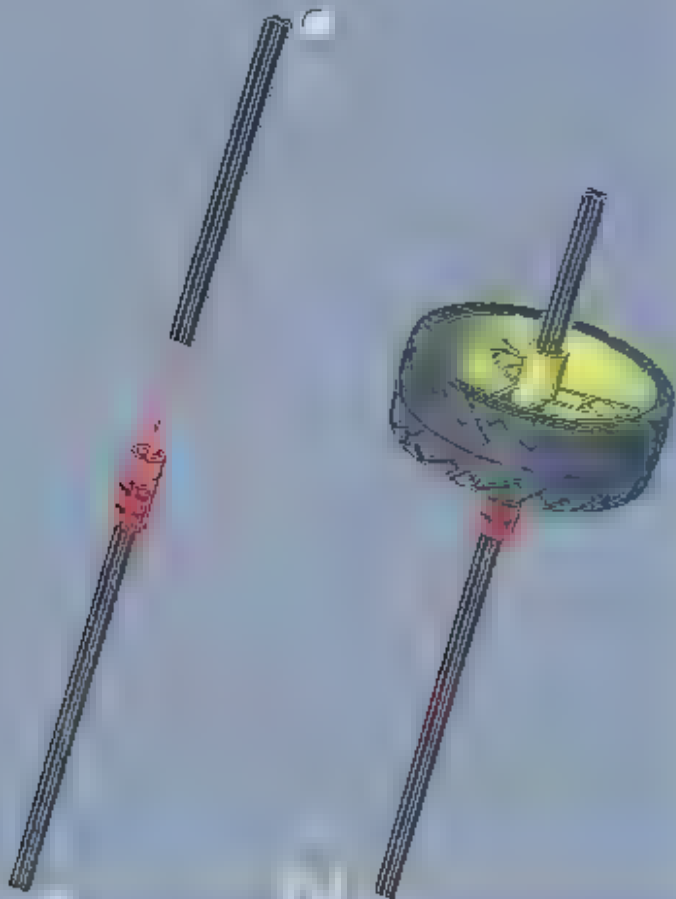








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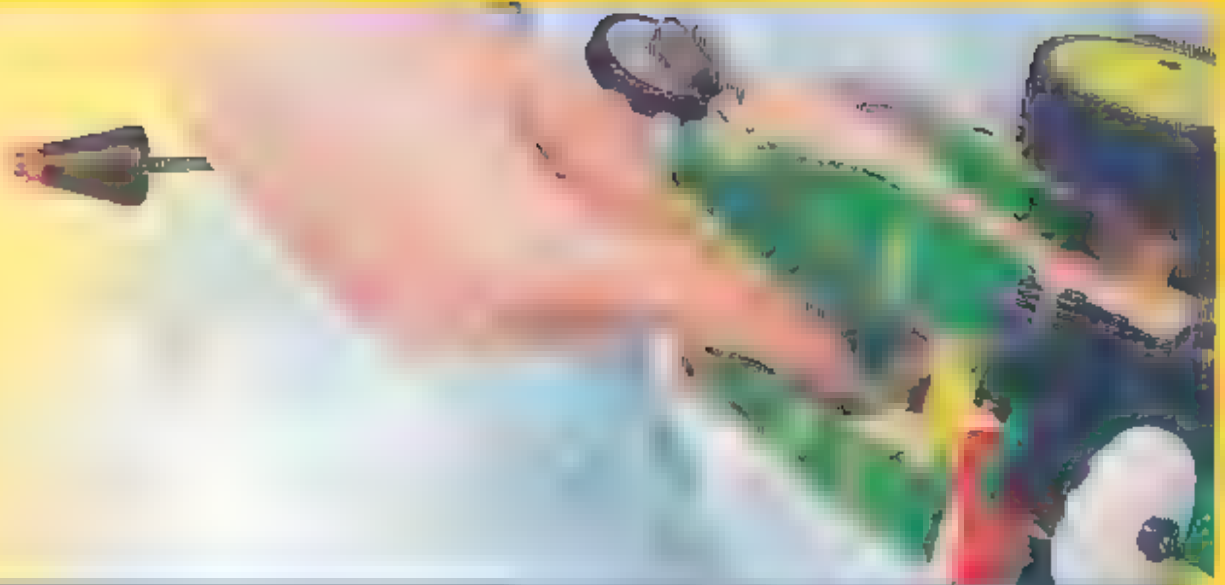
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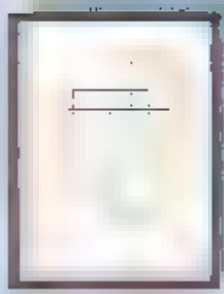


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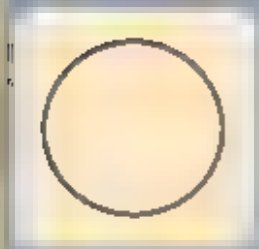
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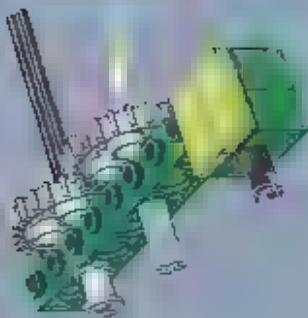
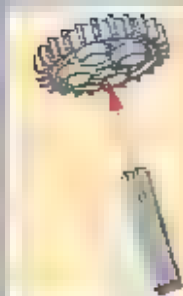


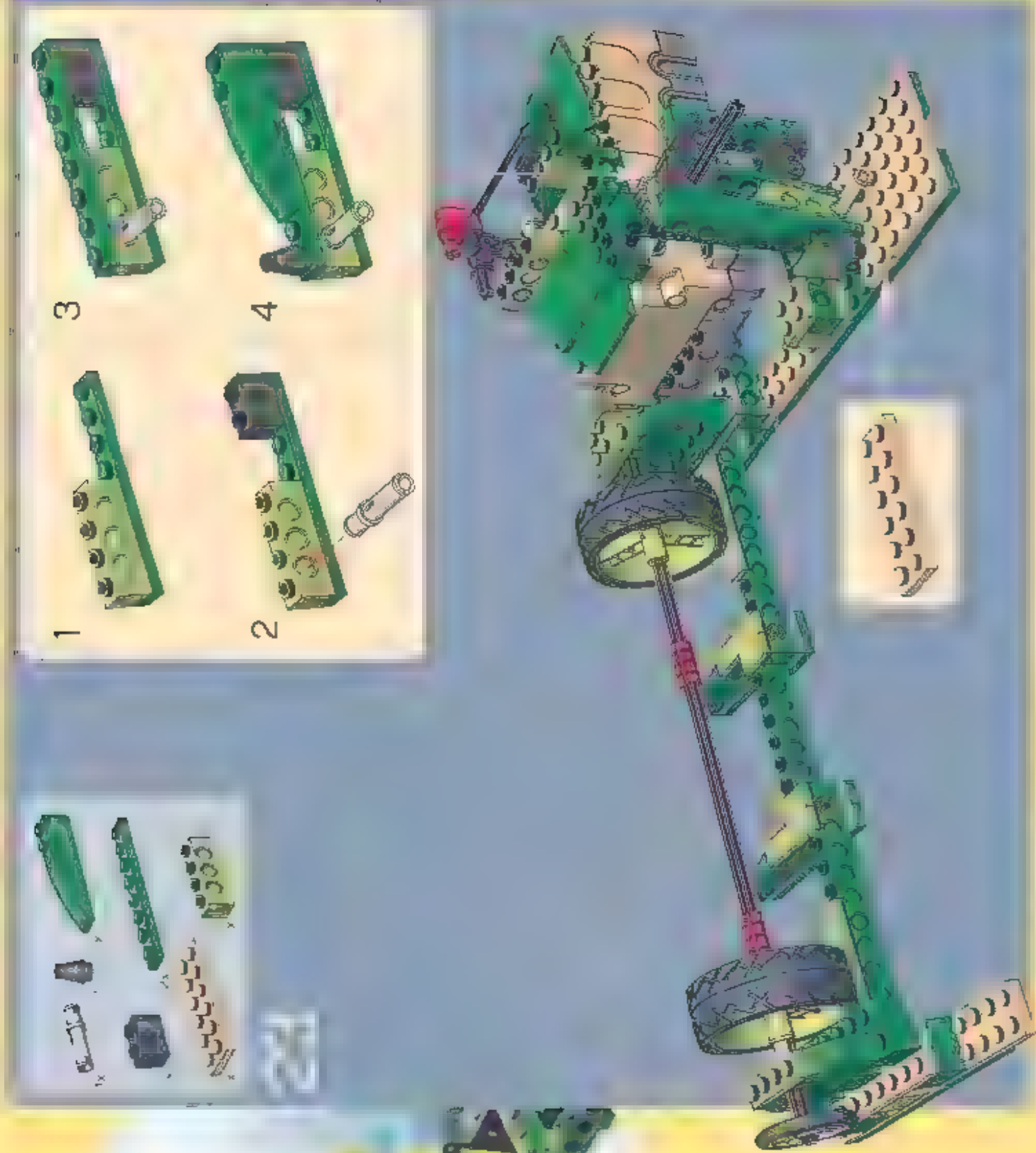


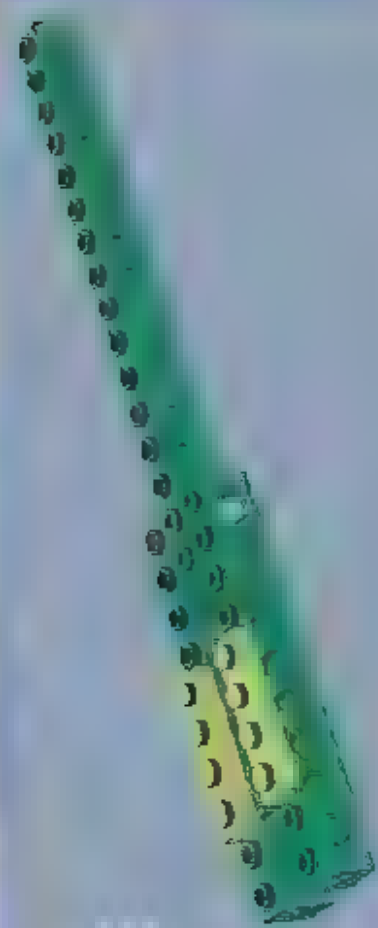


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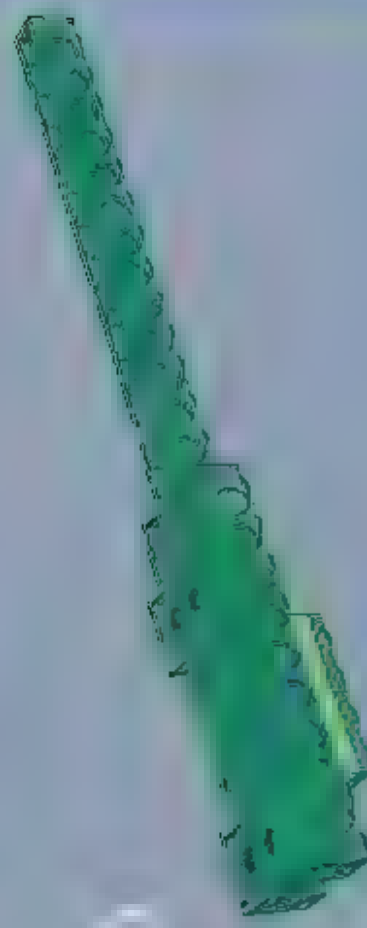




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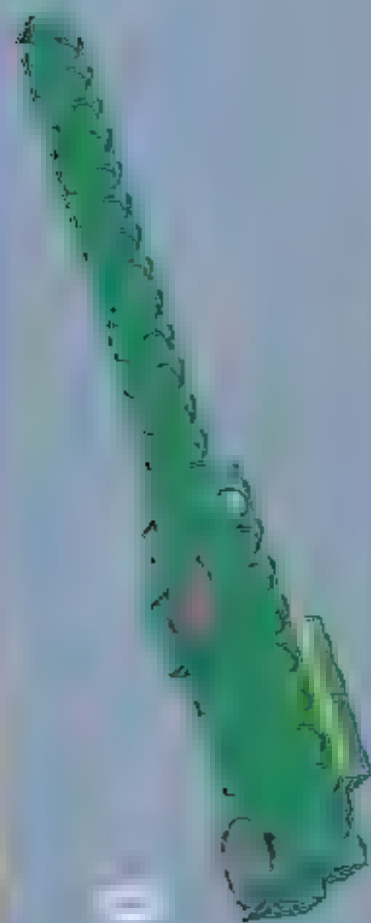
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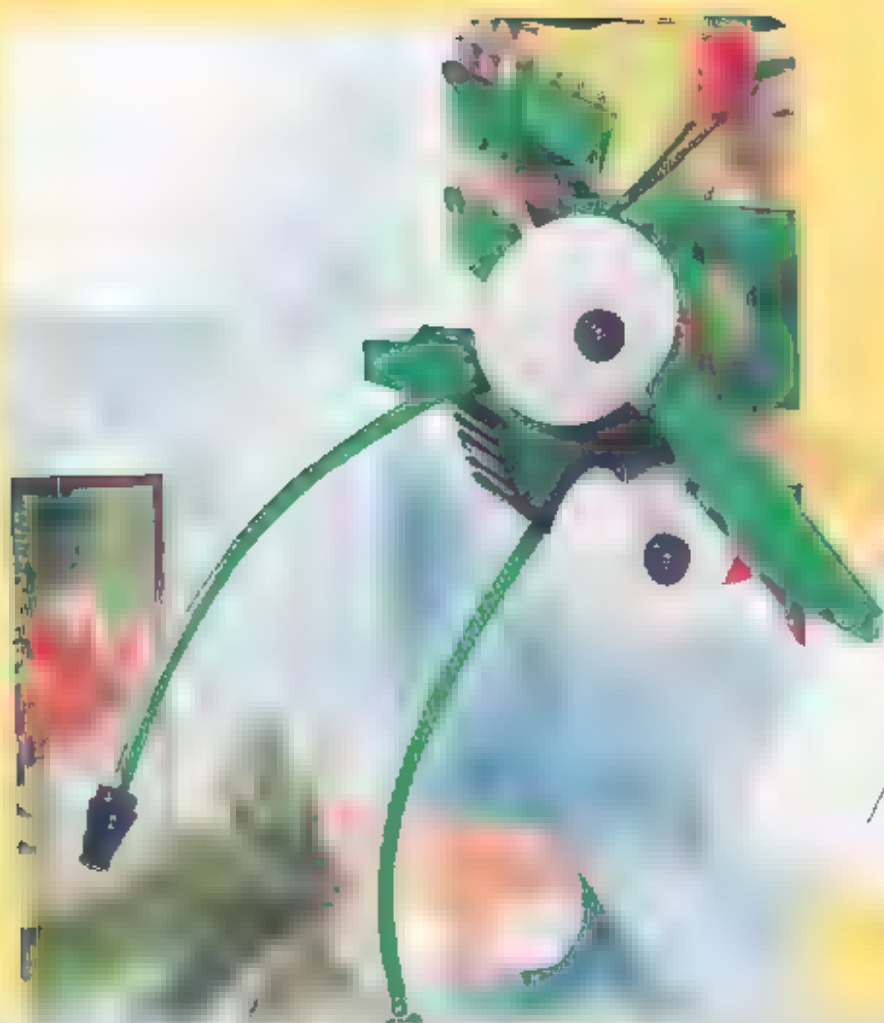


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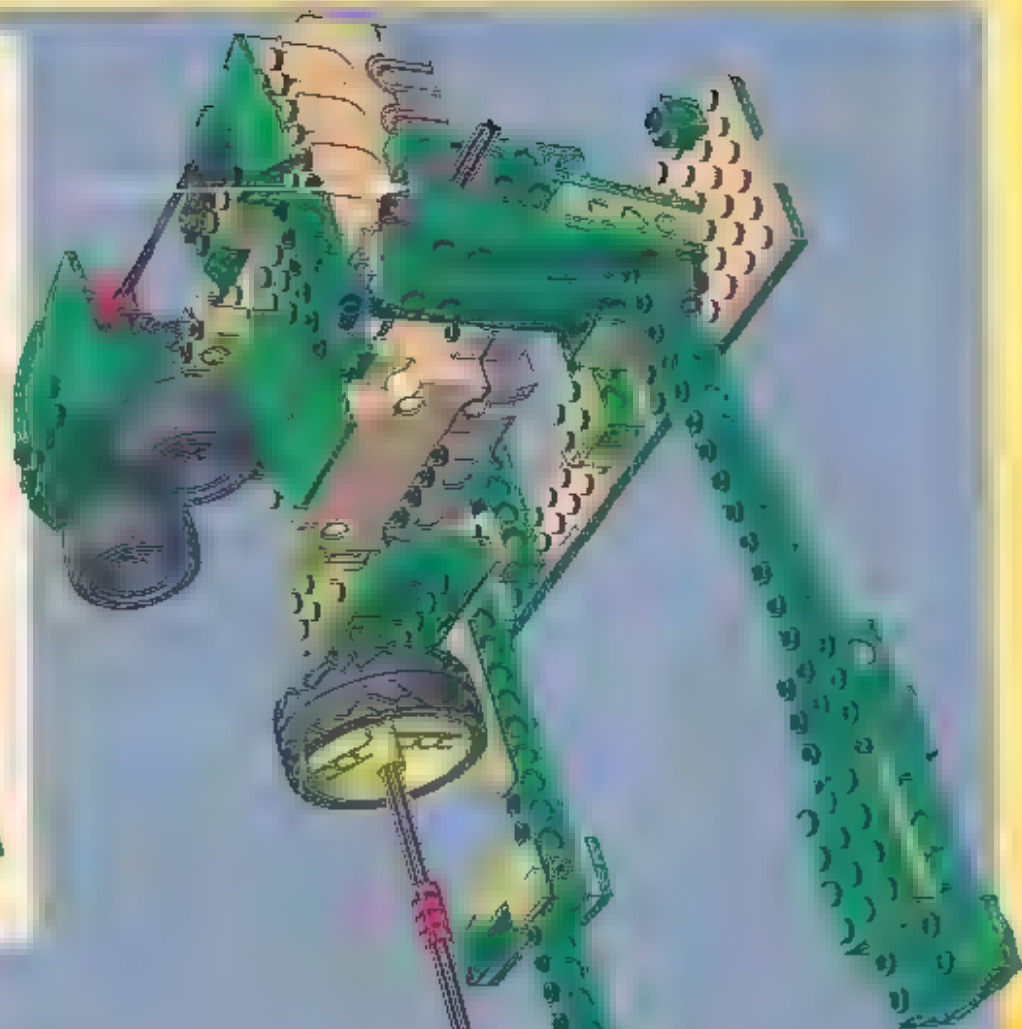






4

2





E



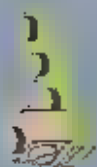
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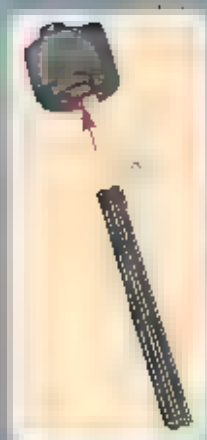


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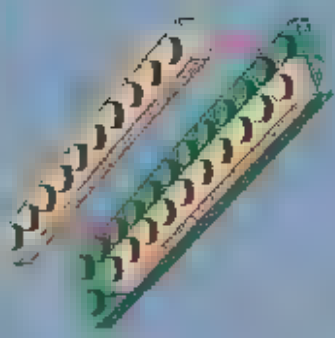
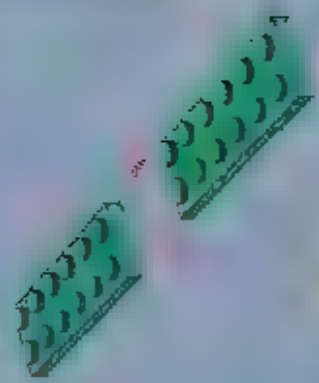


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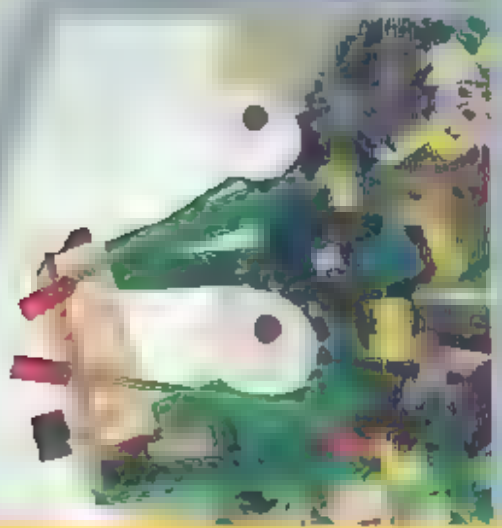
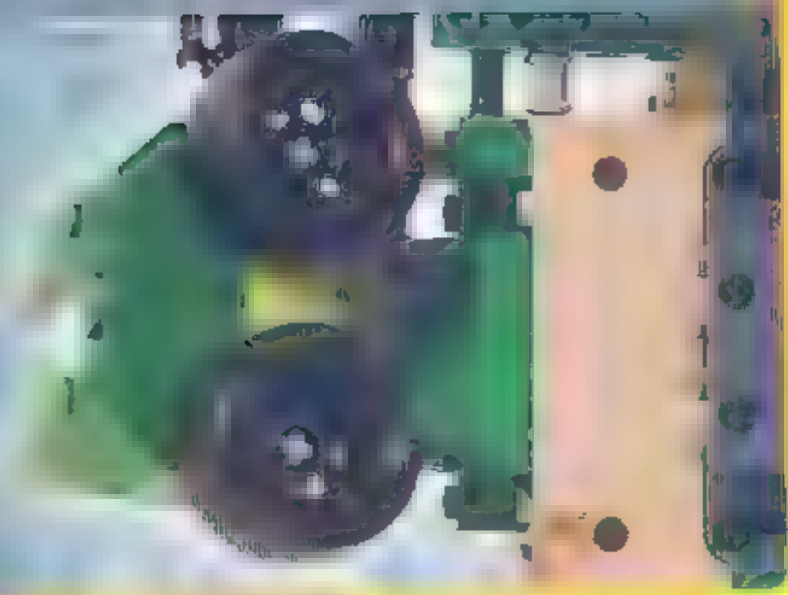
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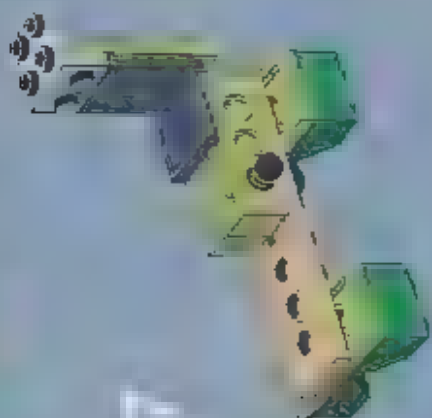
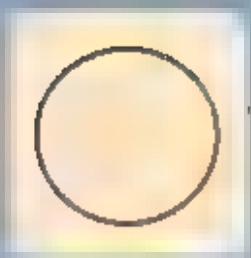
BR



BR











1

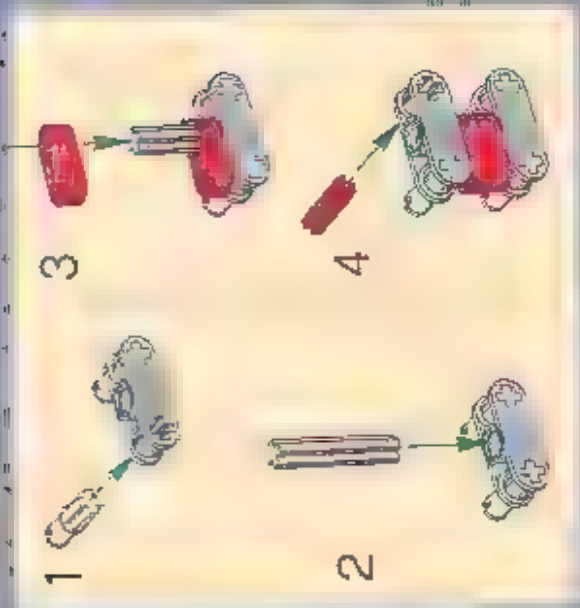


2



3

1:1



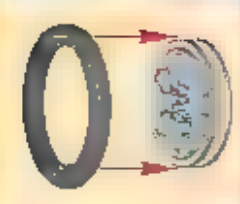
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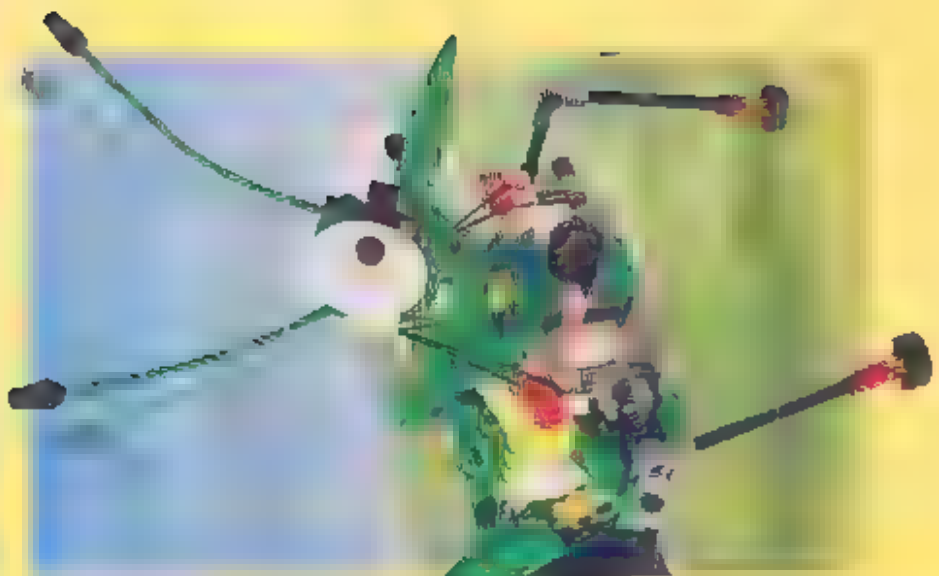






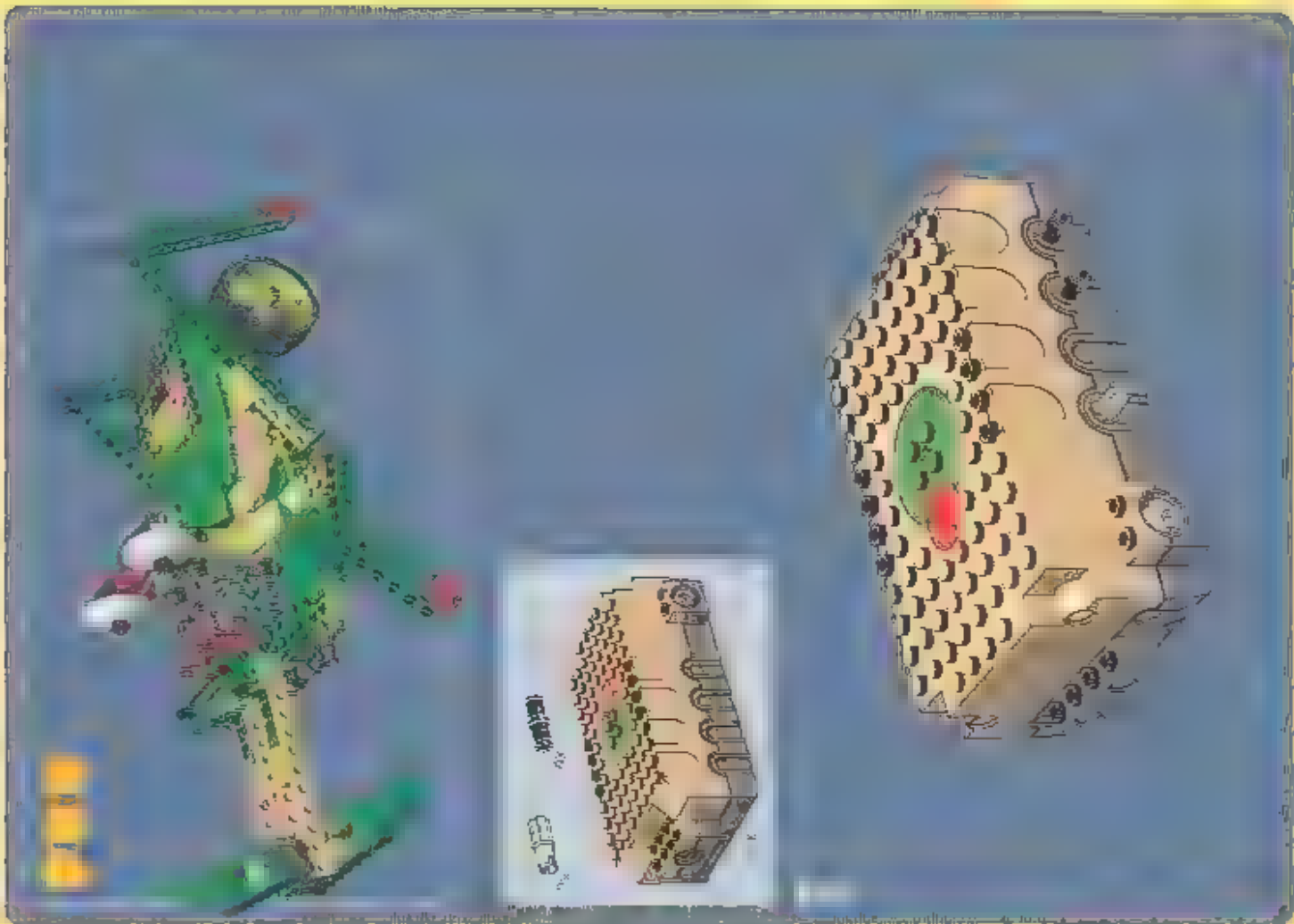


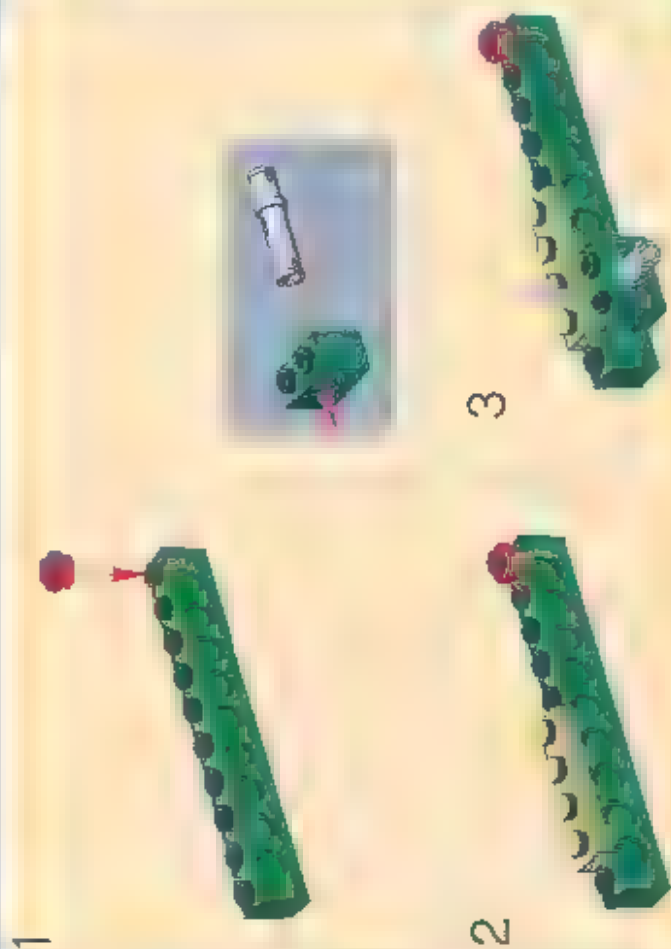


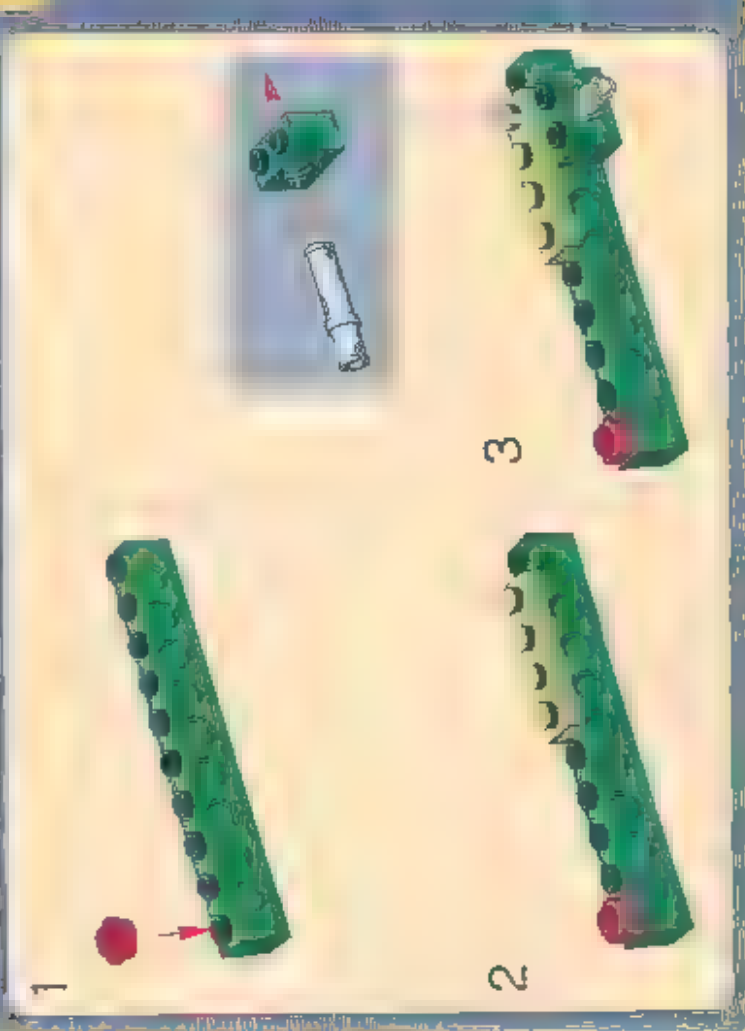
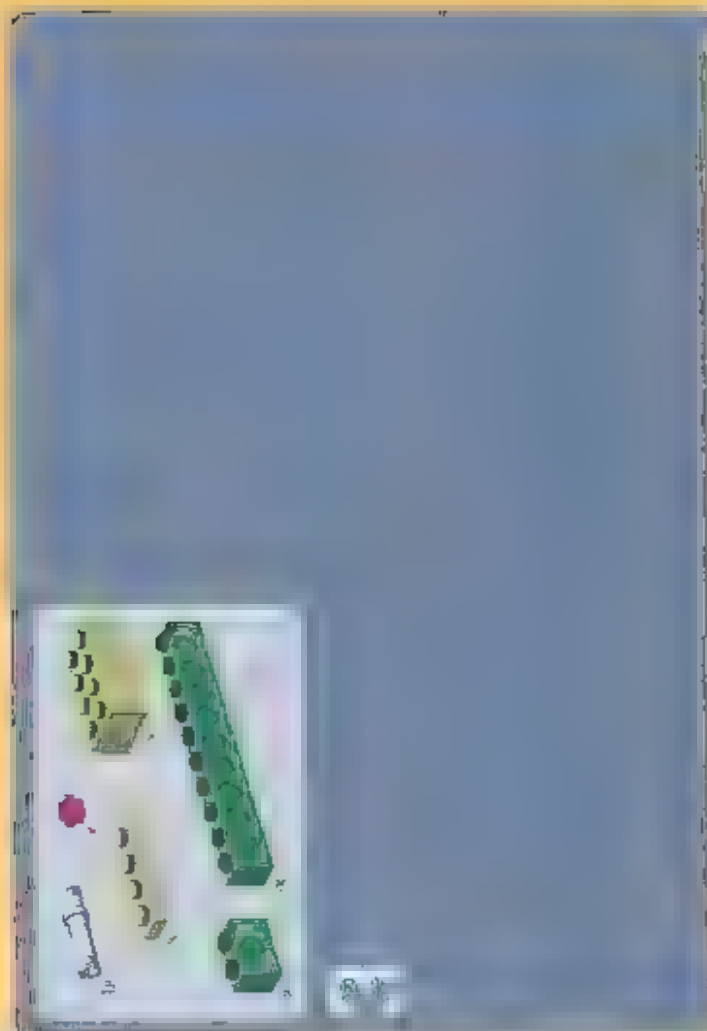










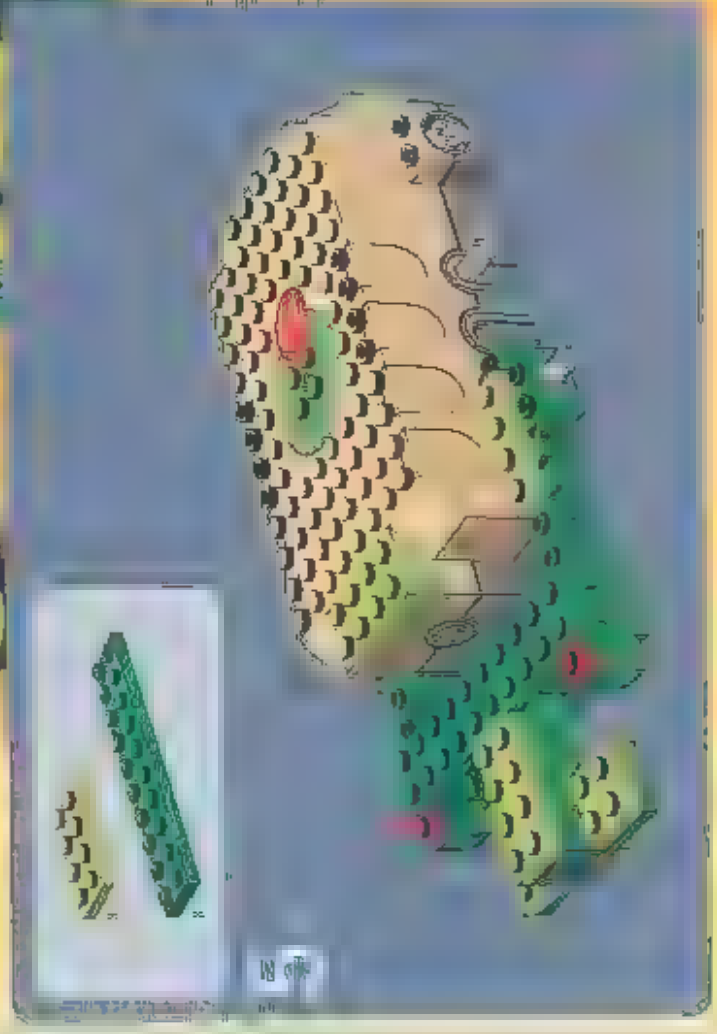


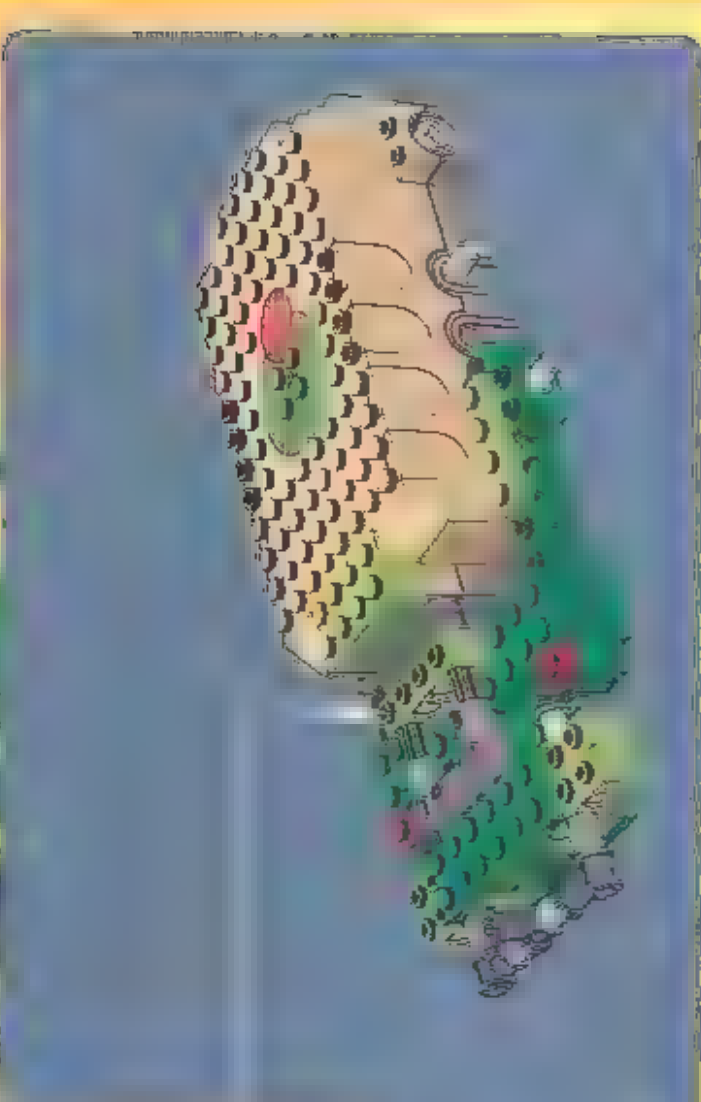
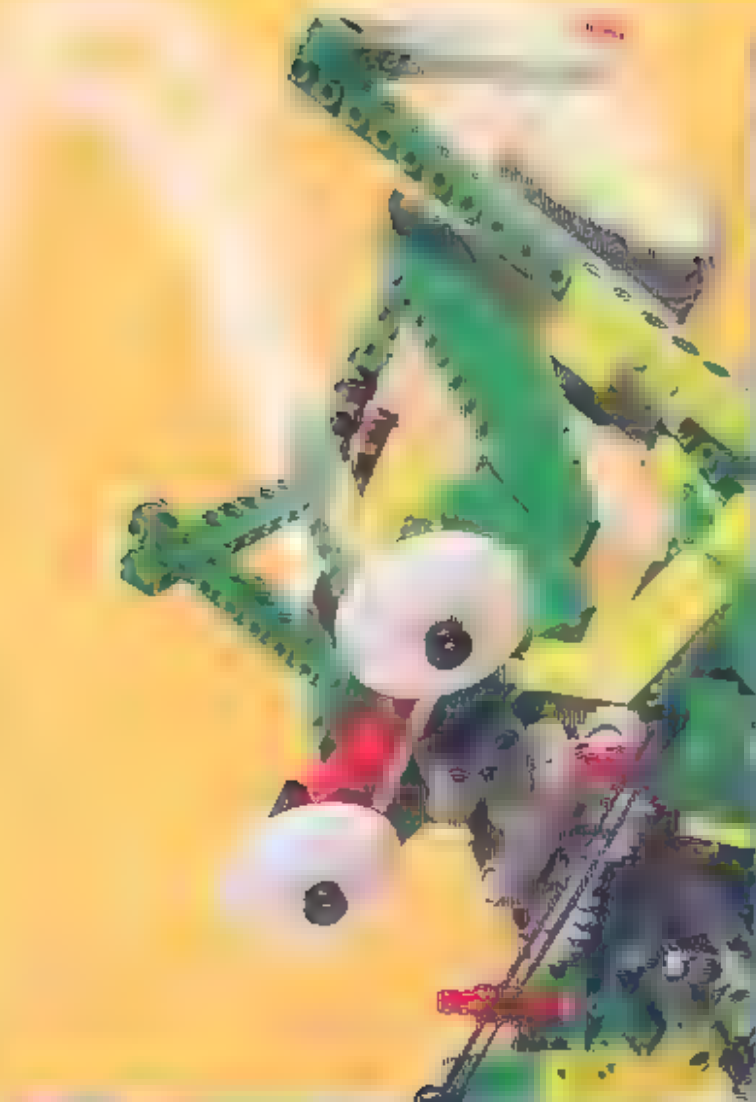
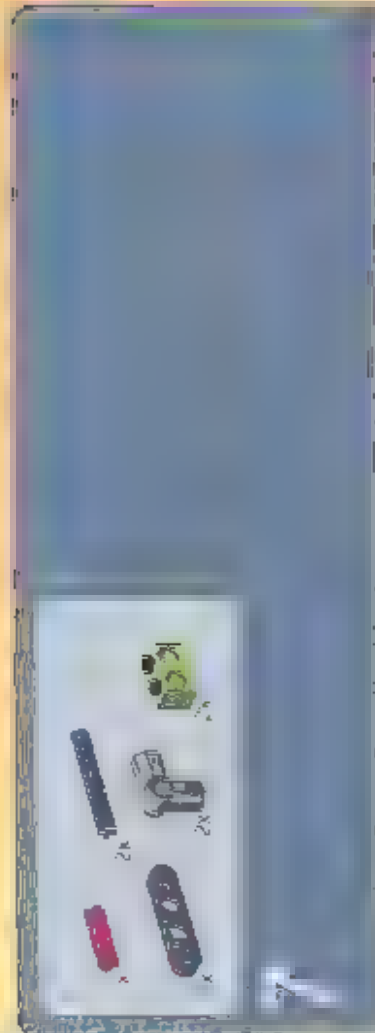


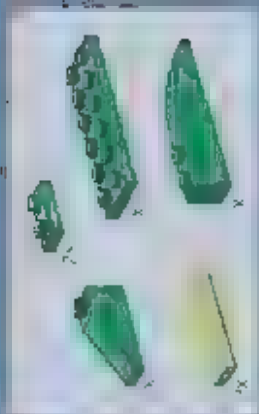
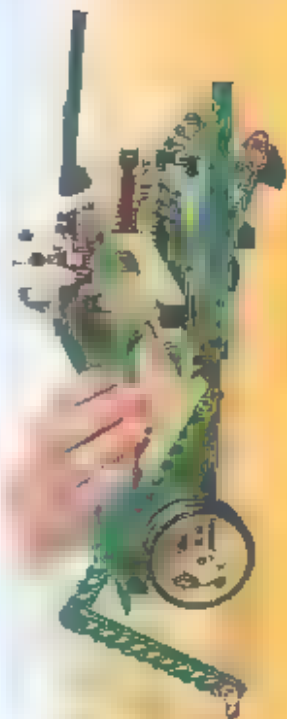
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2

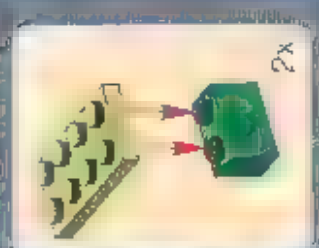






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Lege die Teile auf die Bausteine.

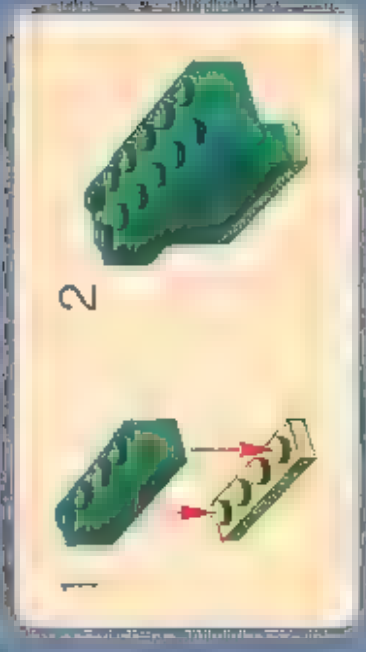


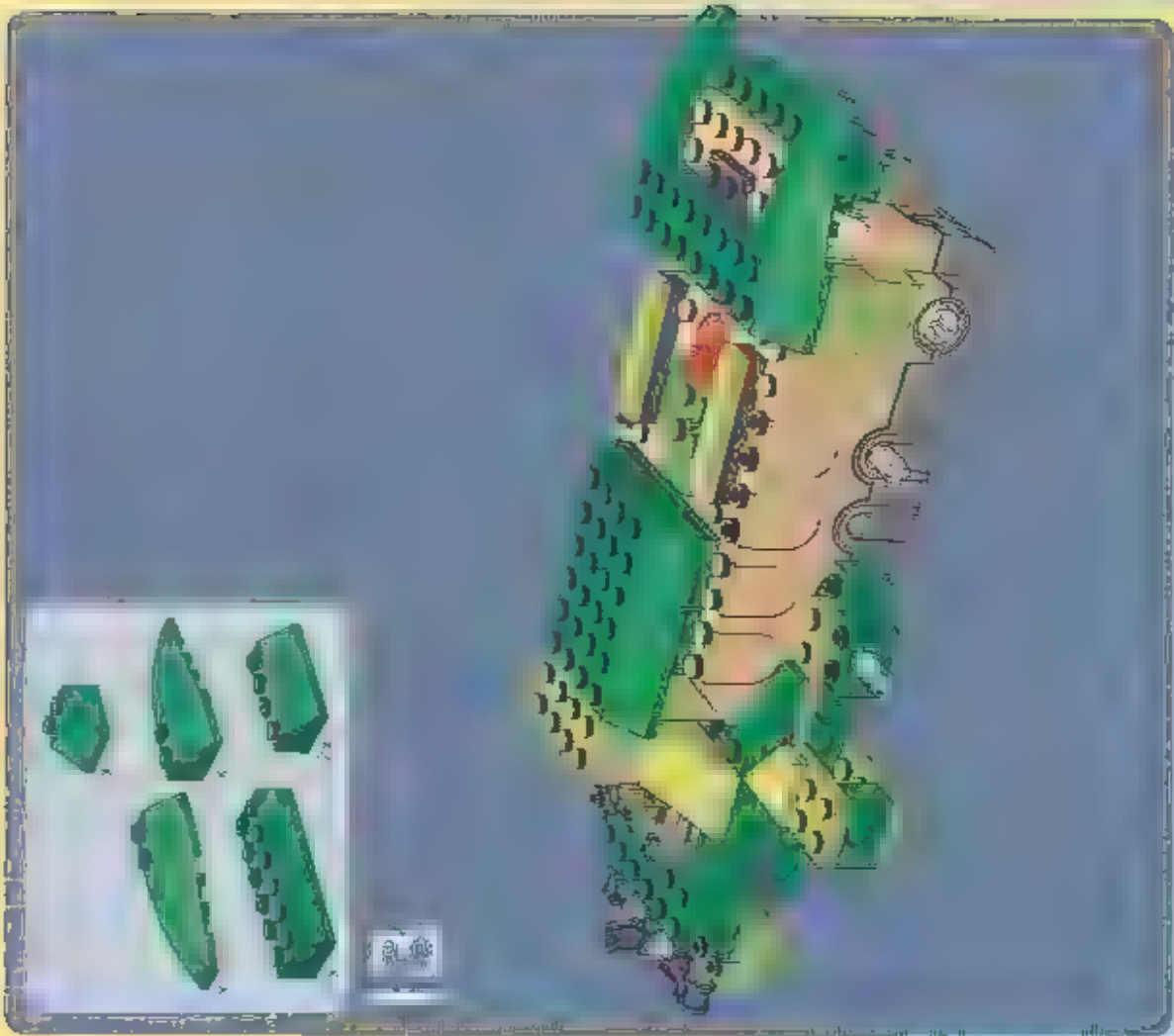
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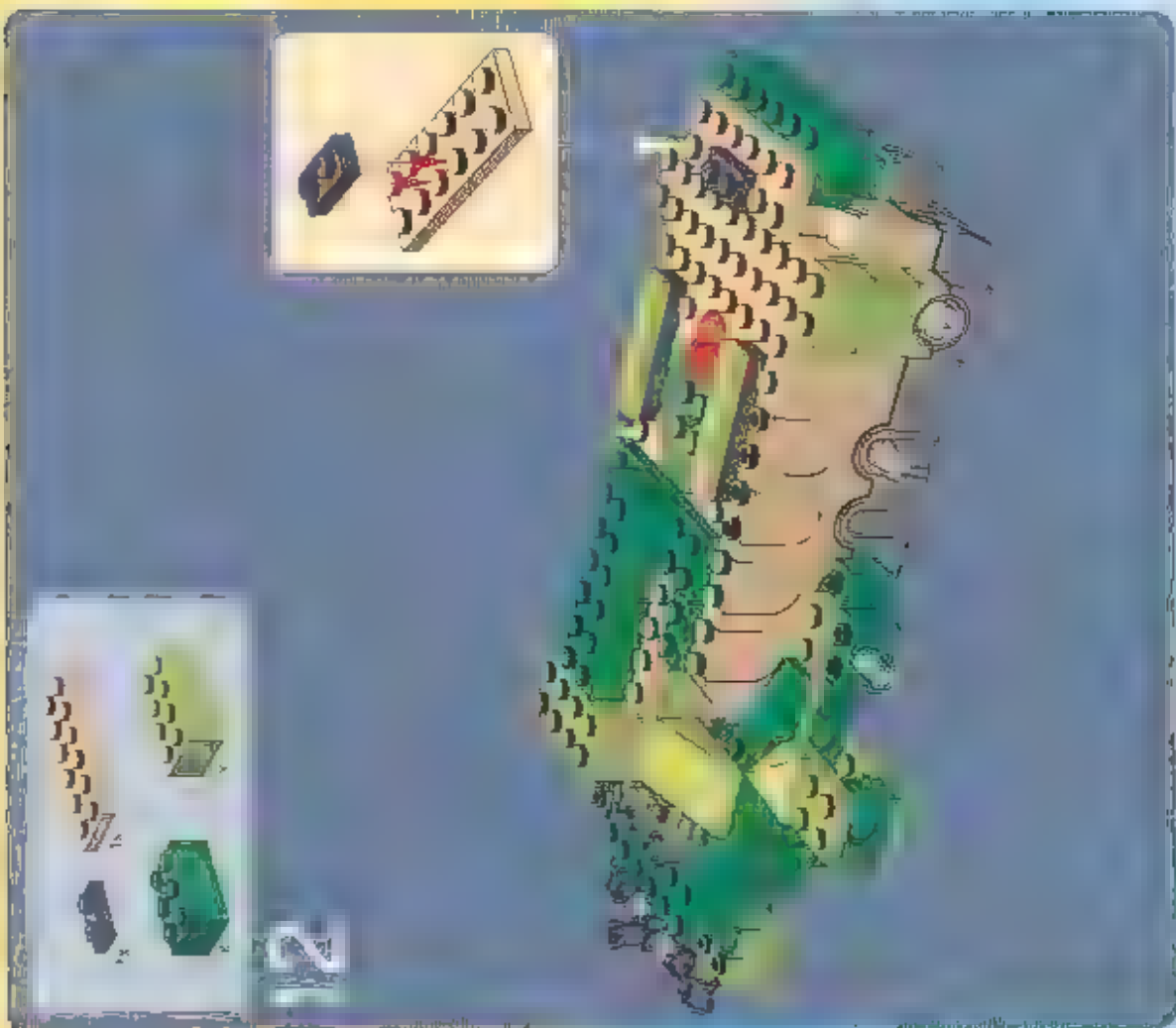


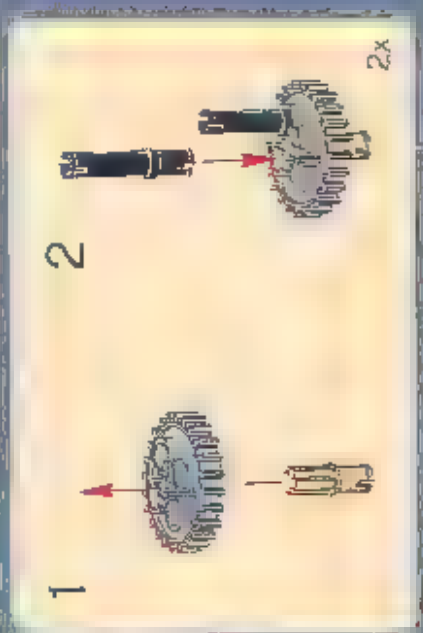
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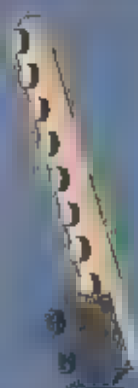
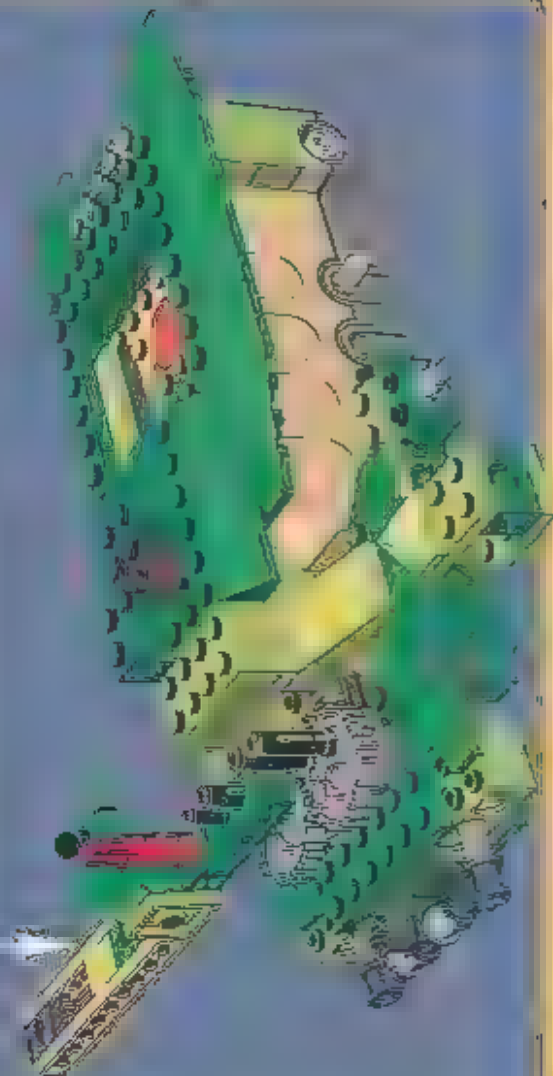




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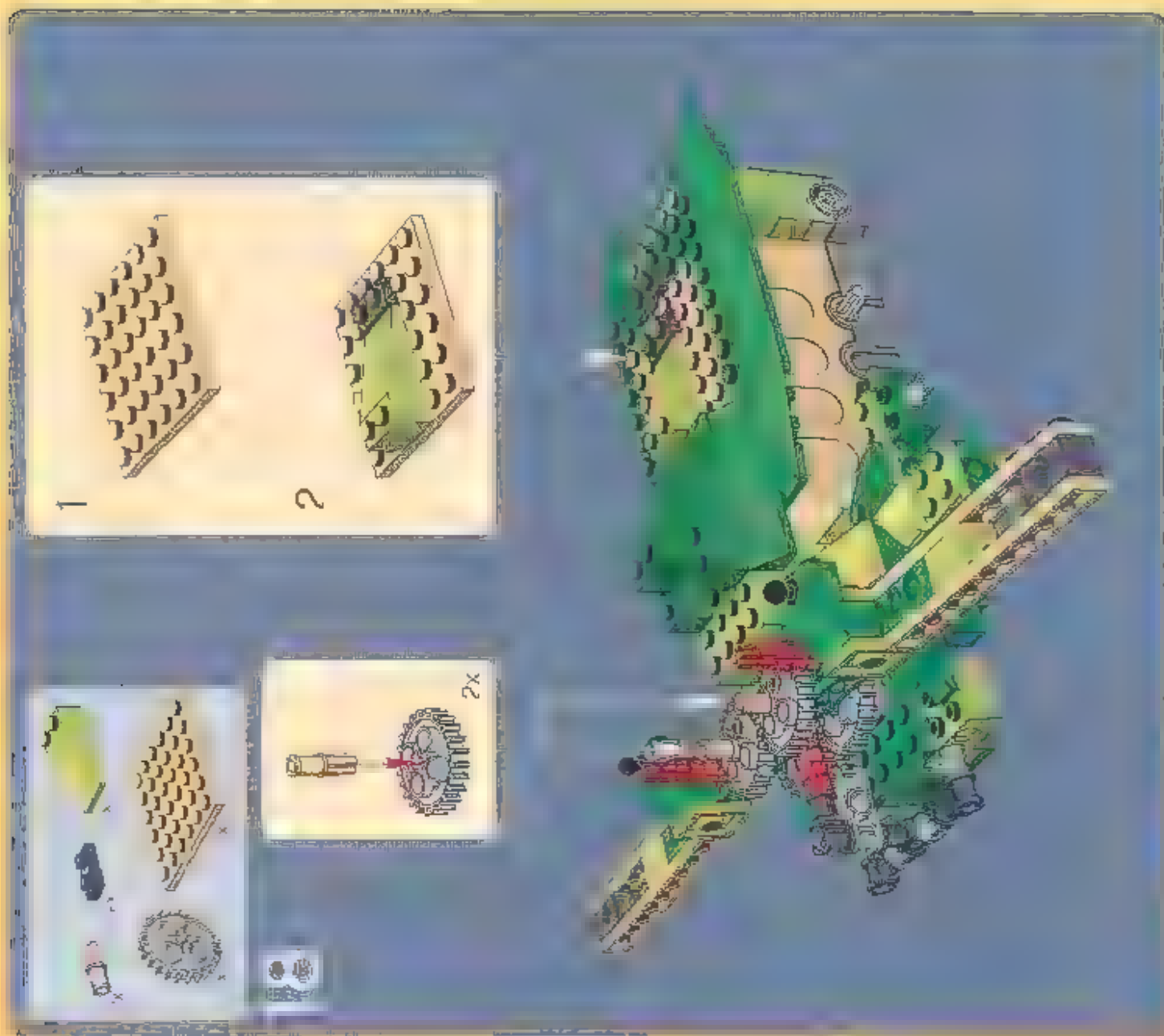




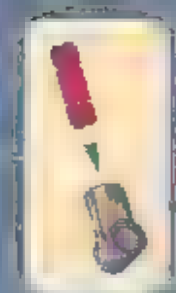
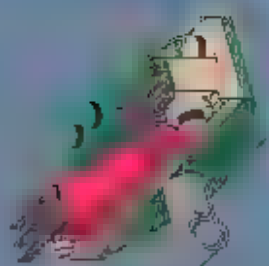


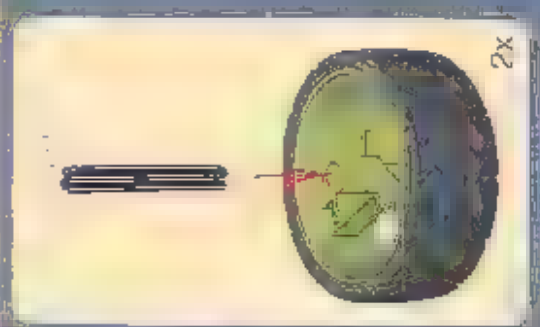
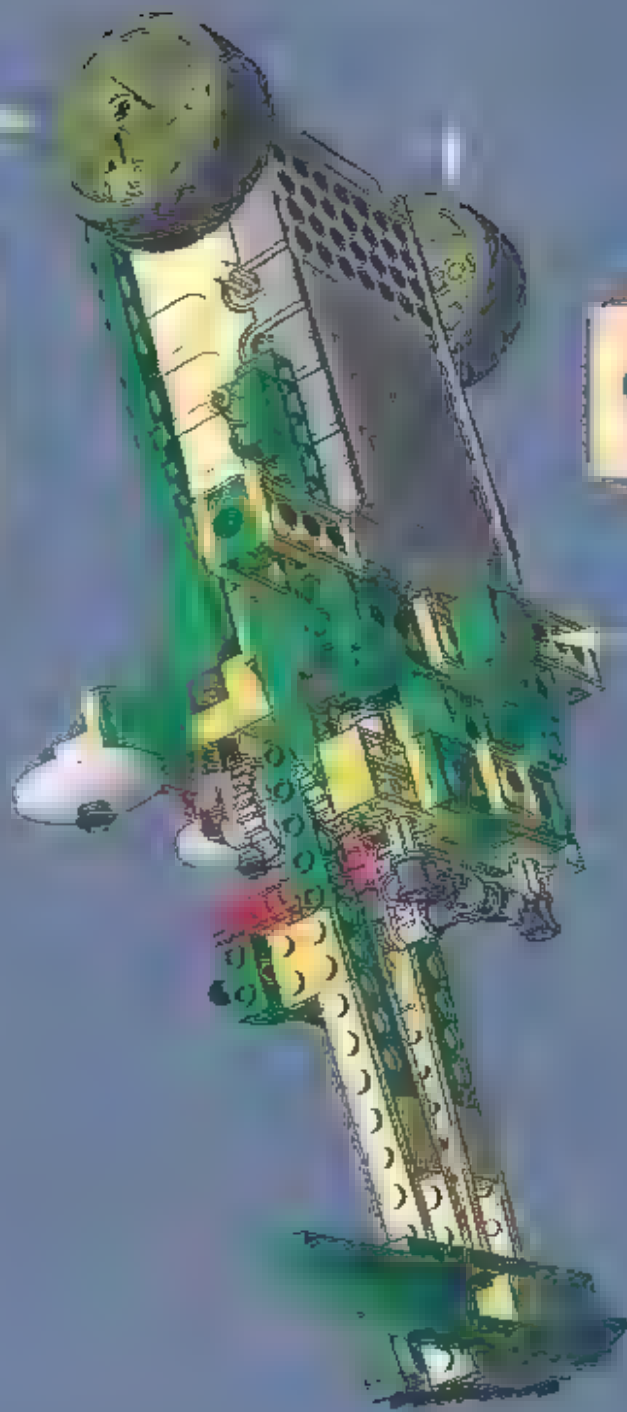


1:1











1



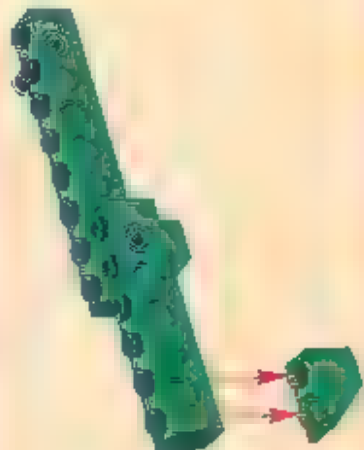
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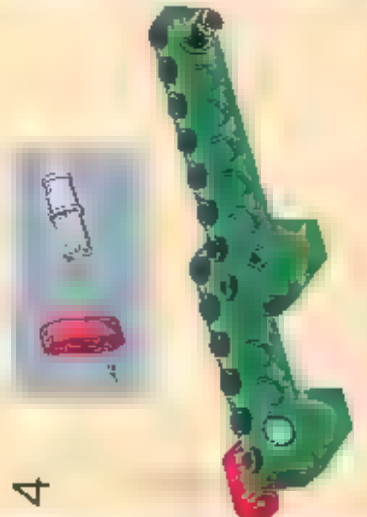
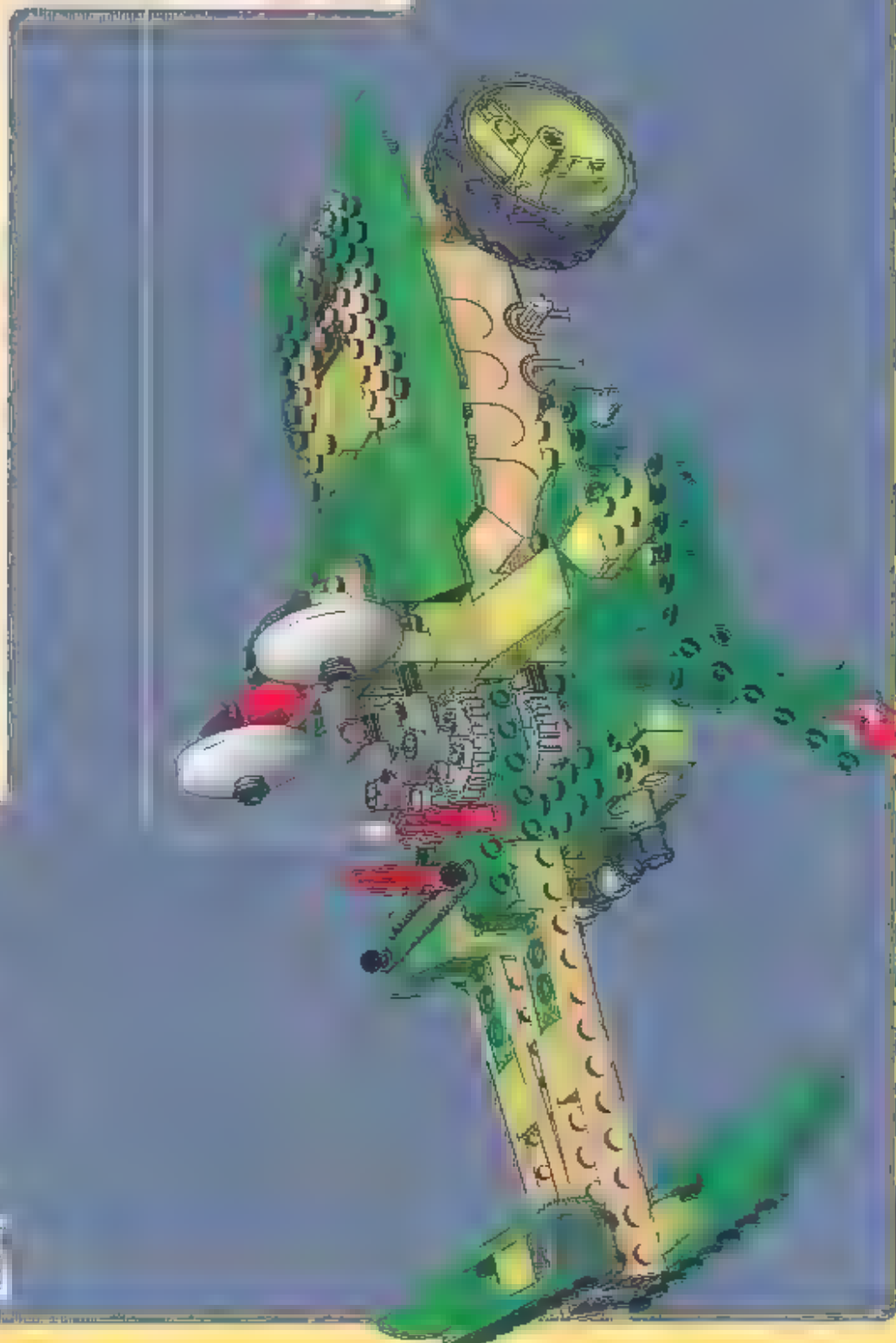


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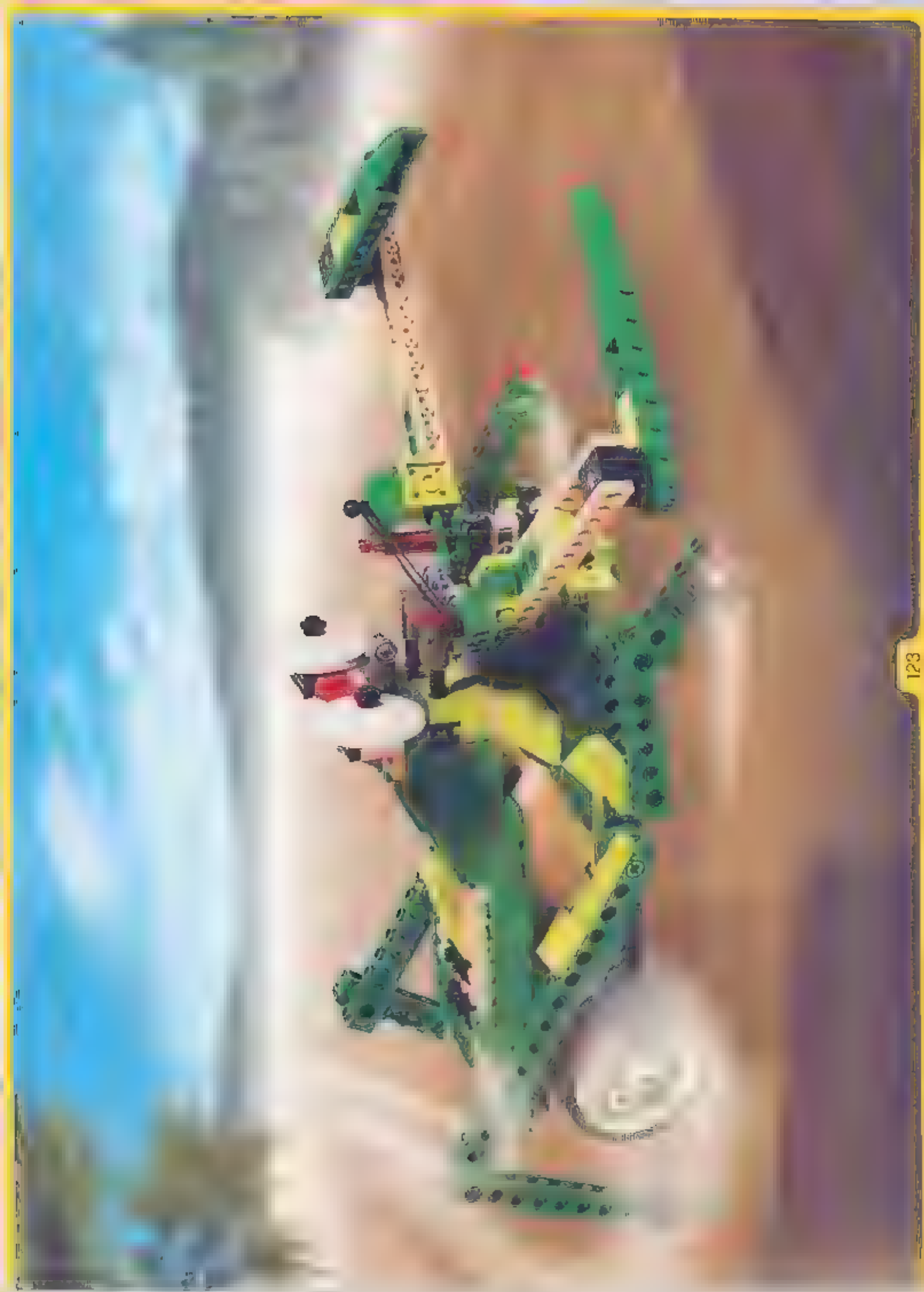


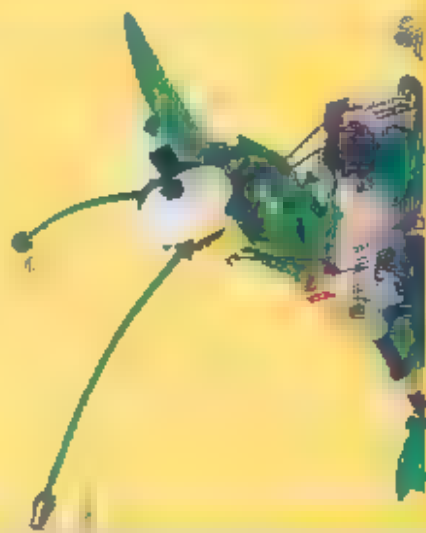
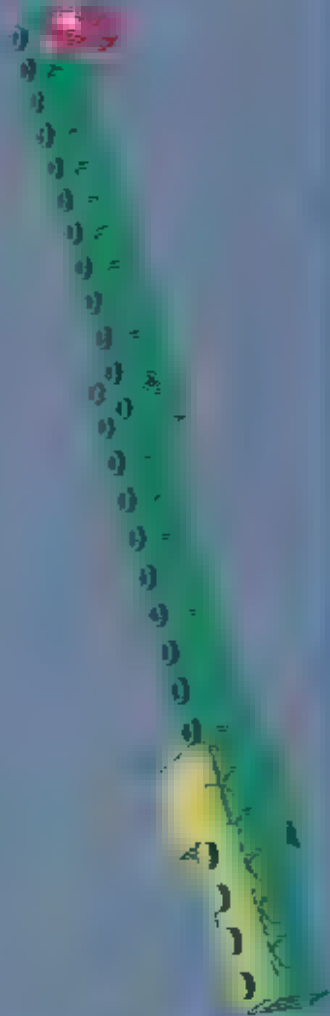
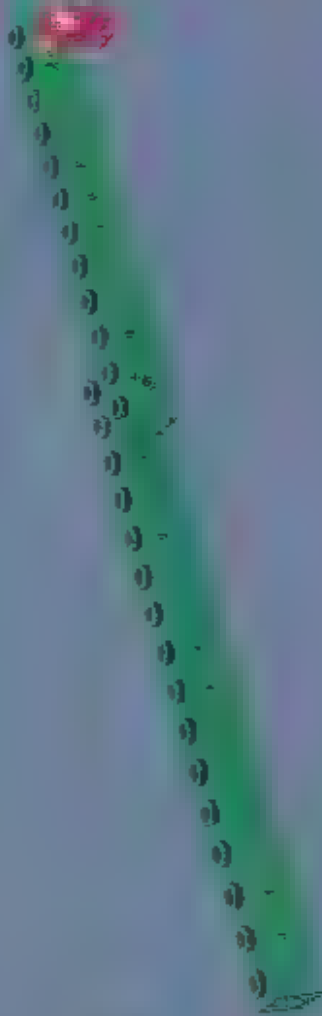
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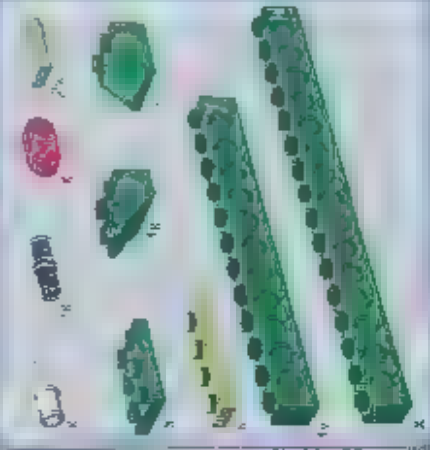
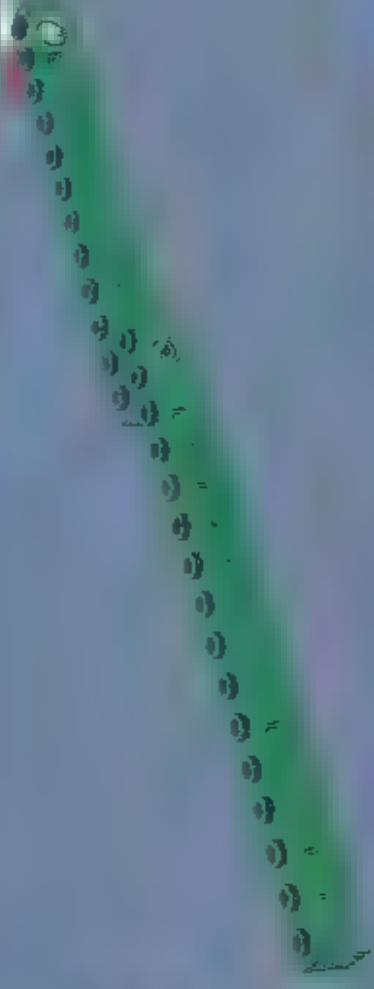


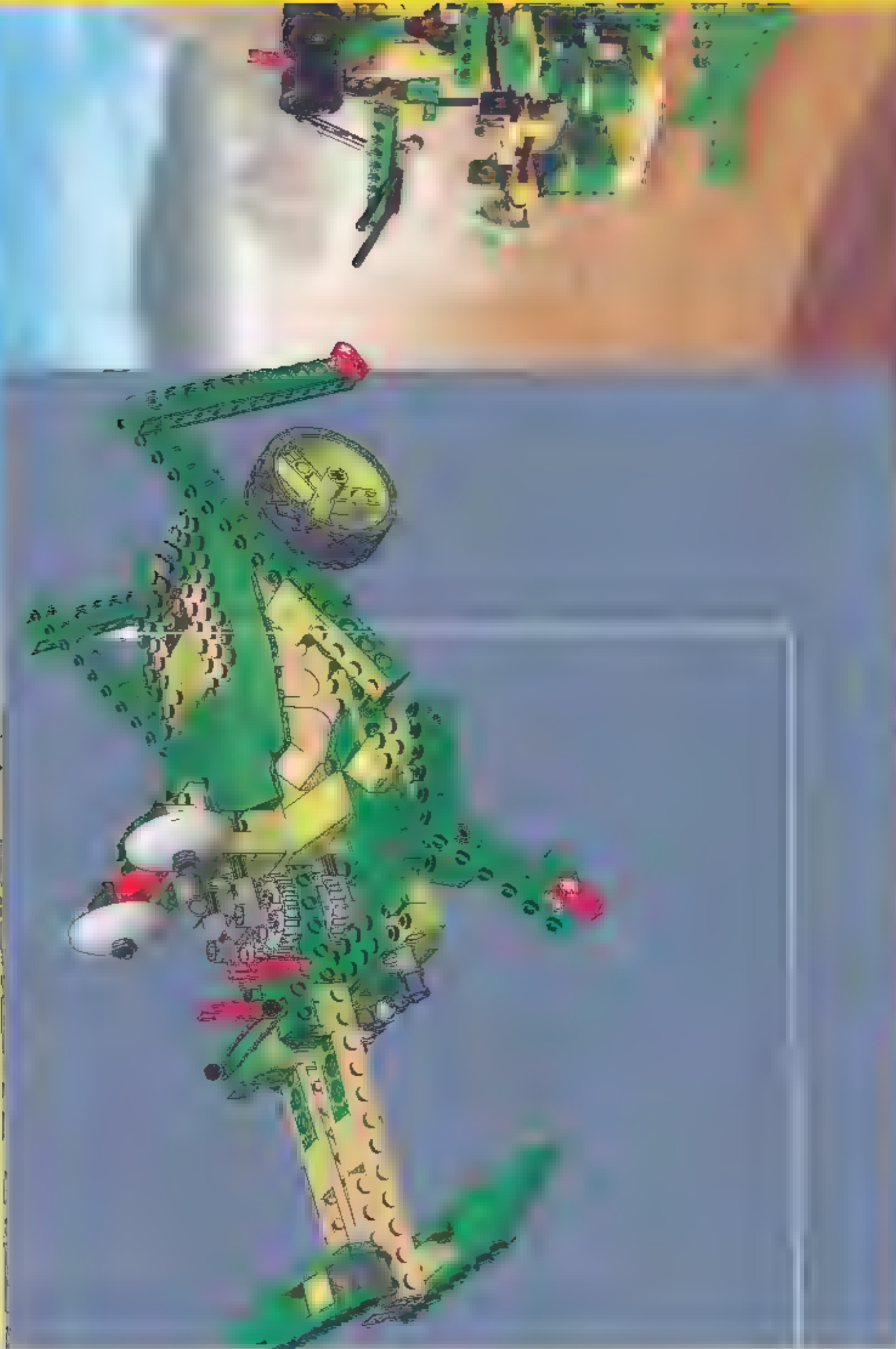


2



1





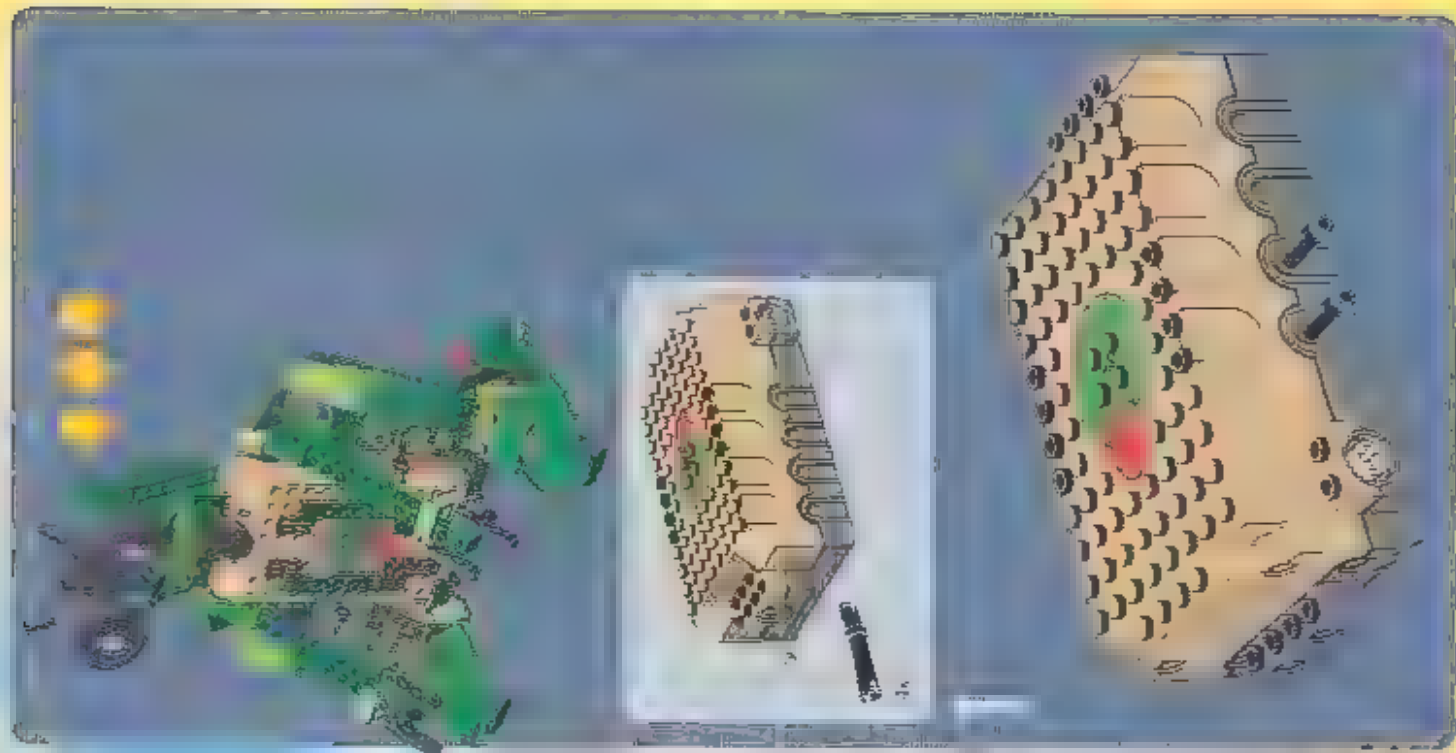


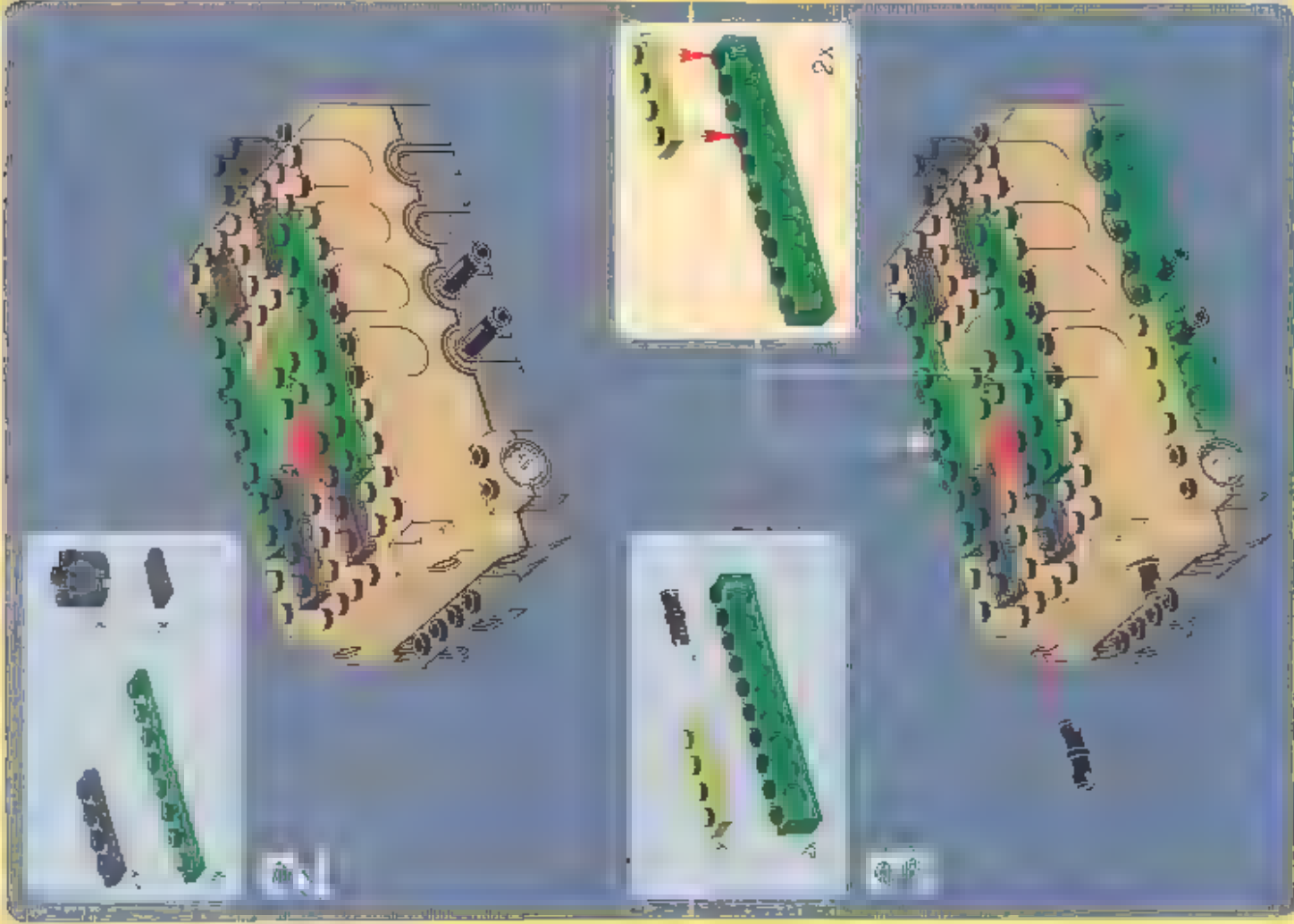




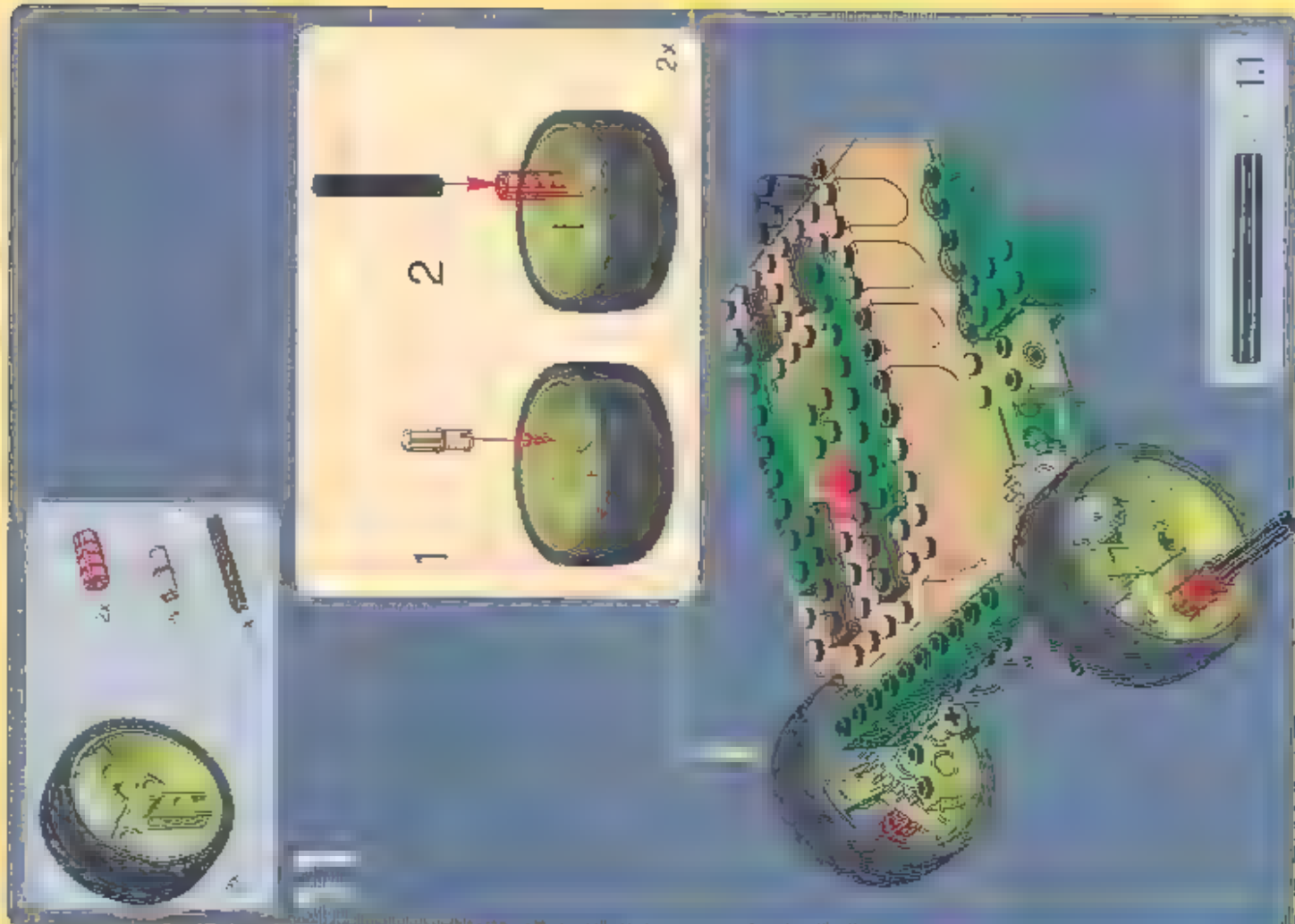


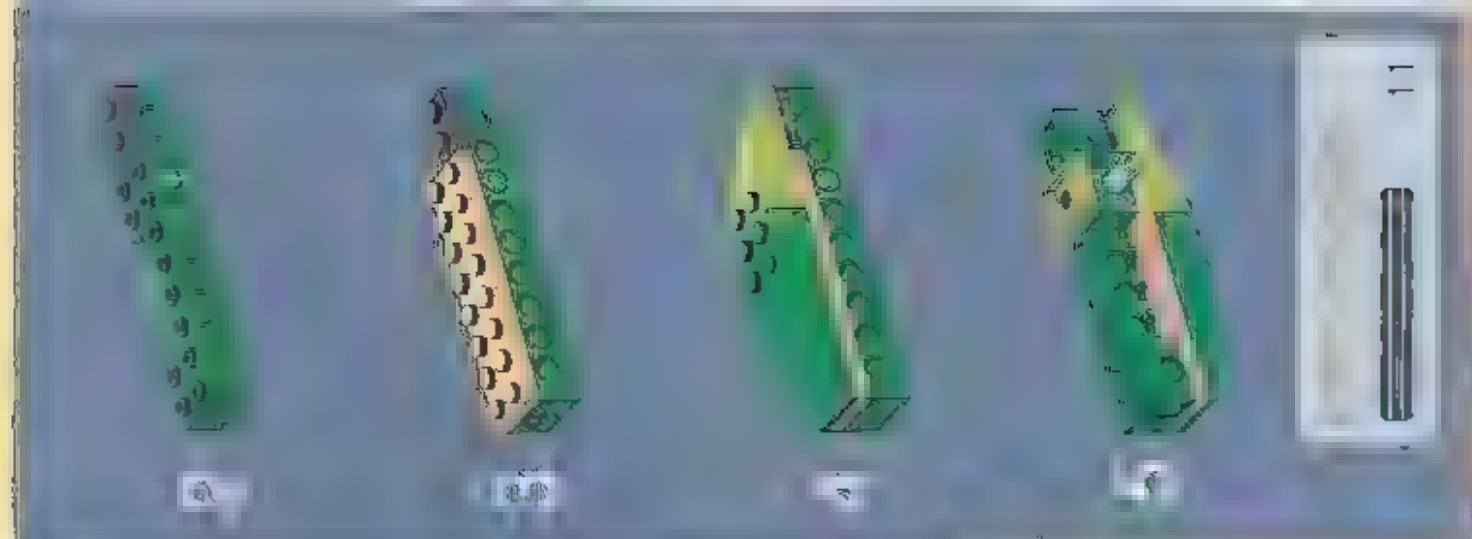


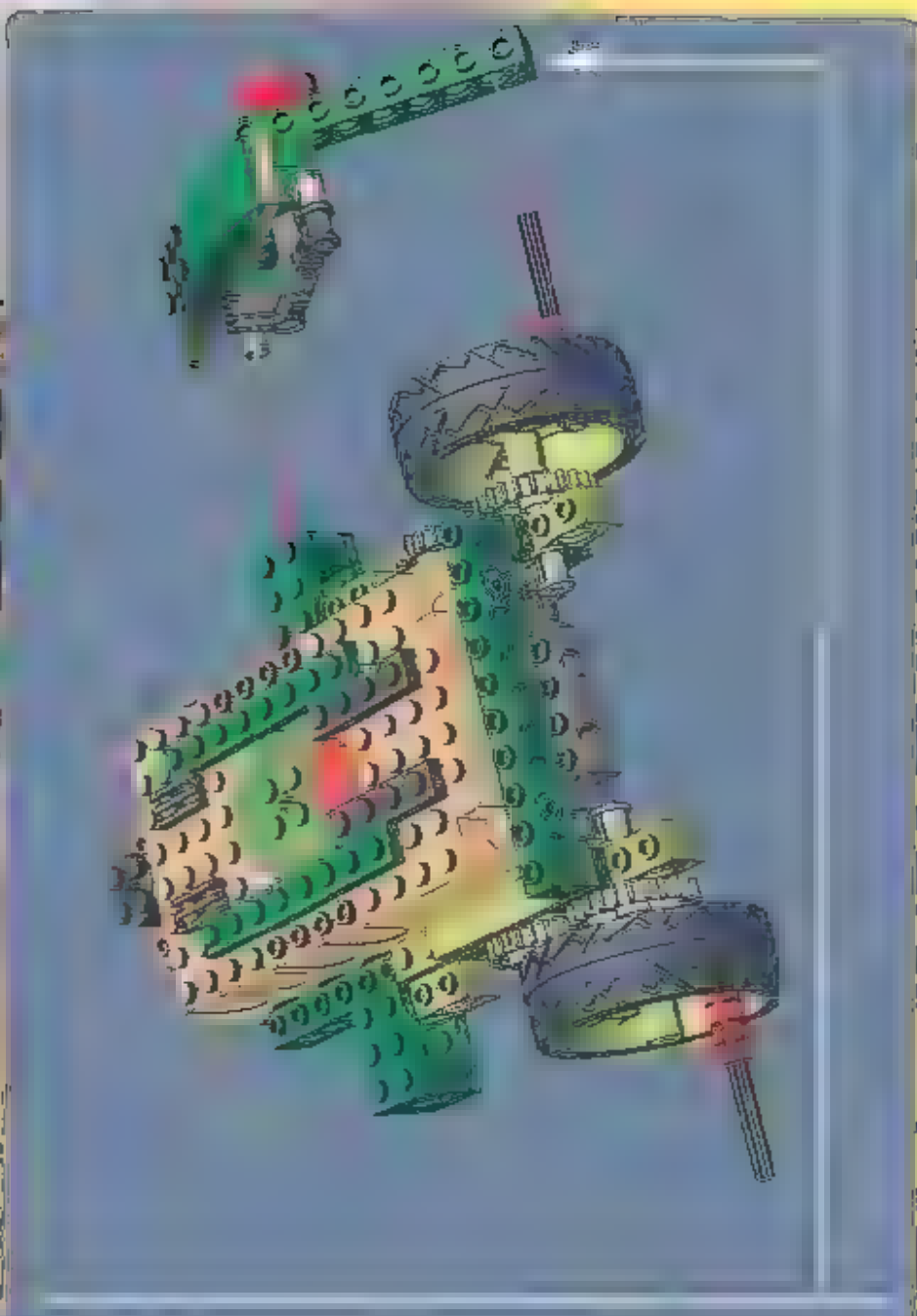
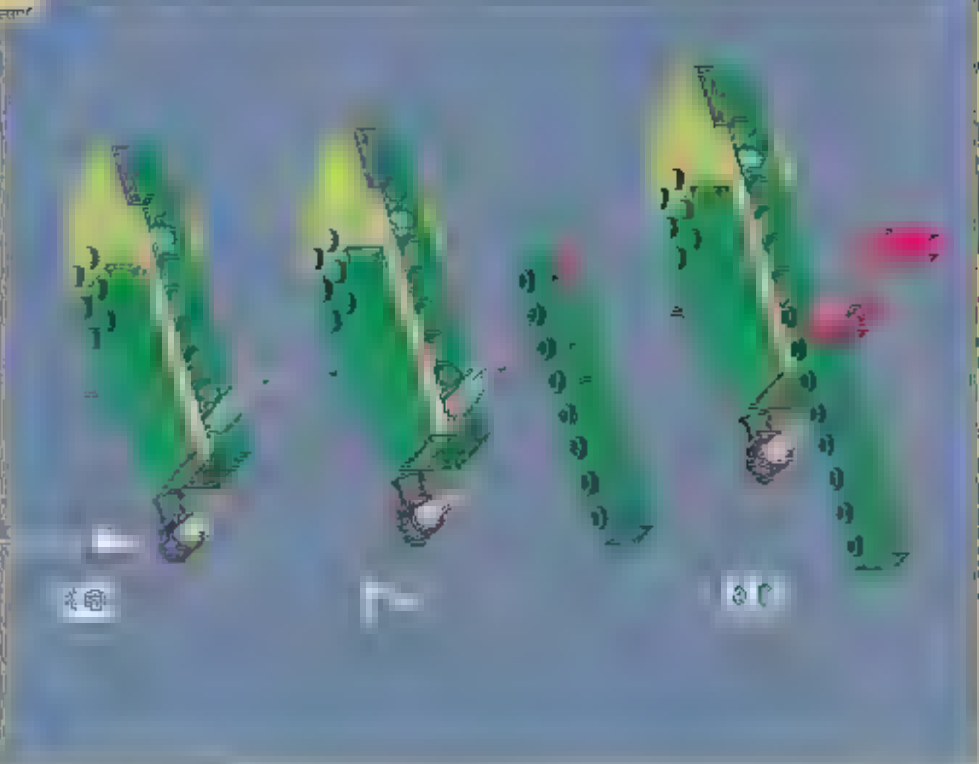










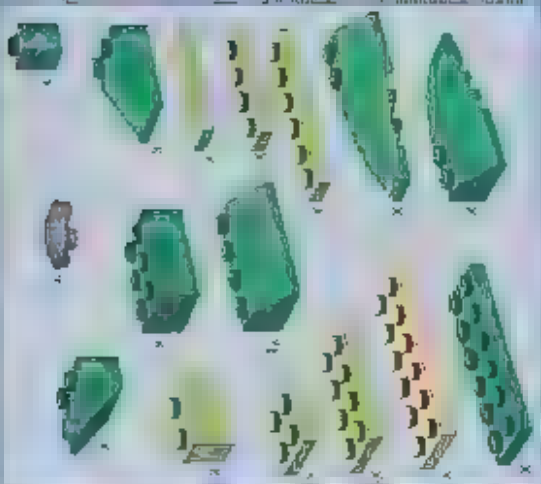
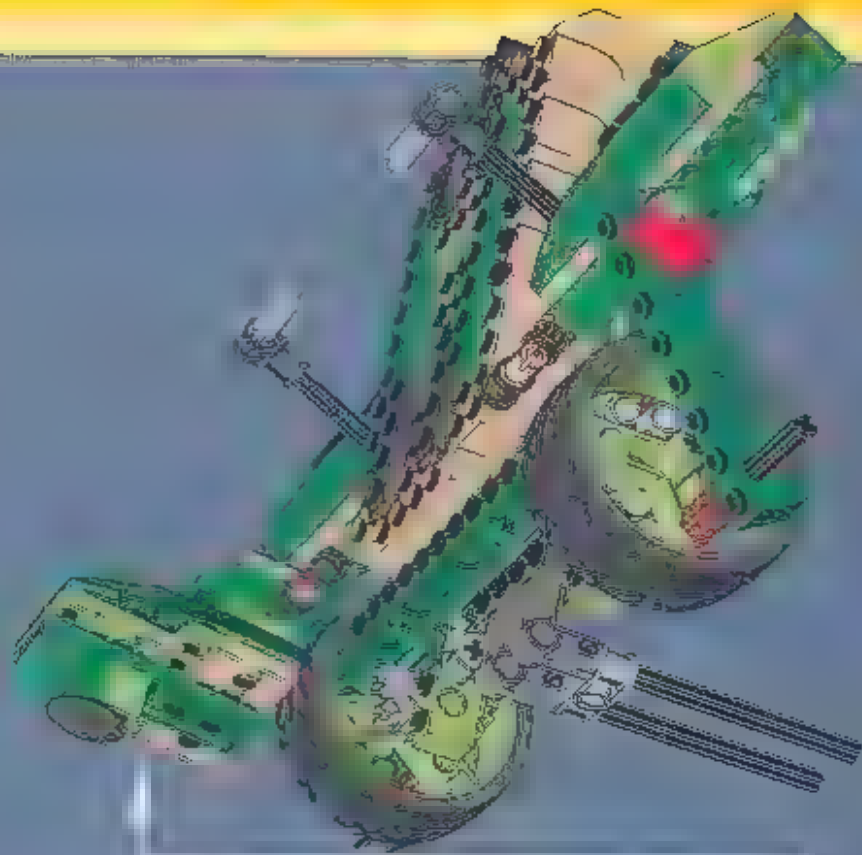


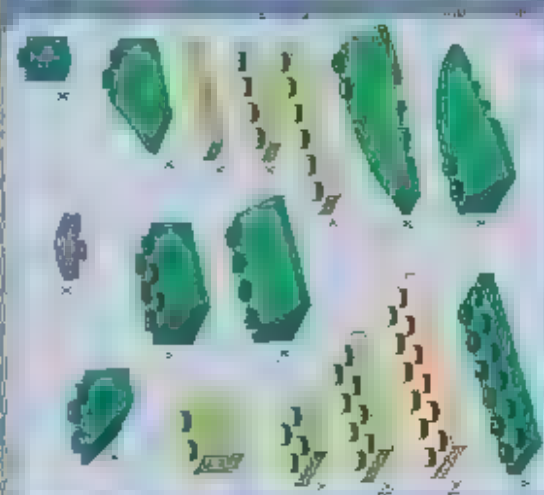
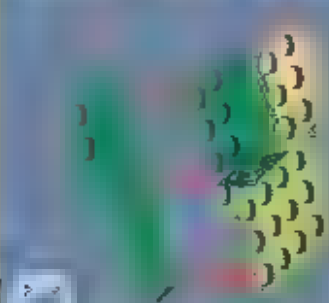
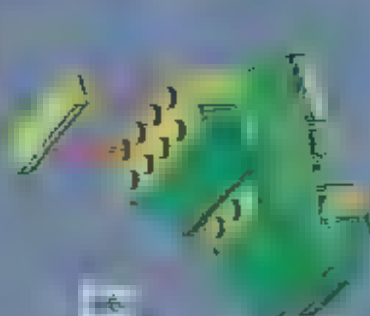
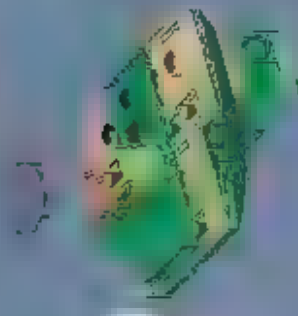
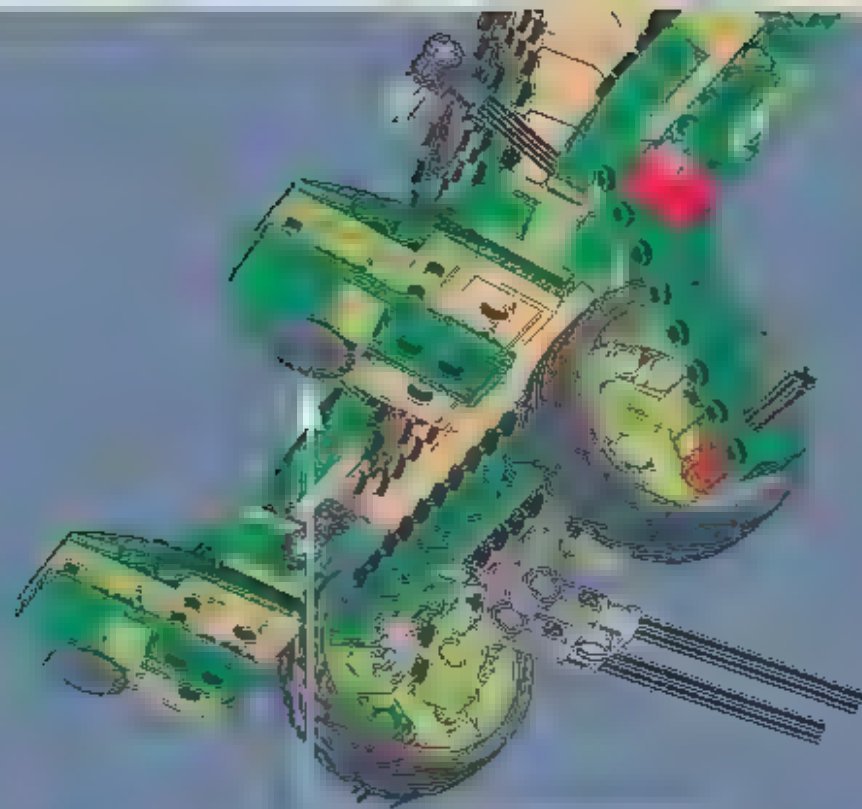


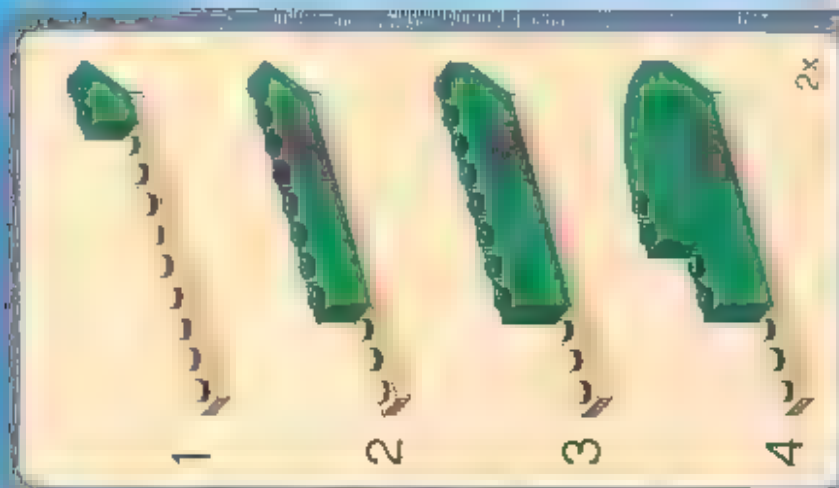
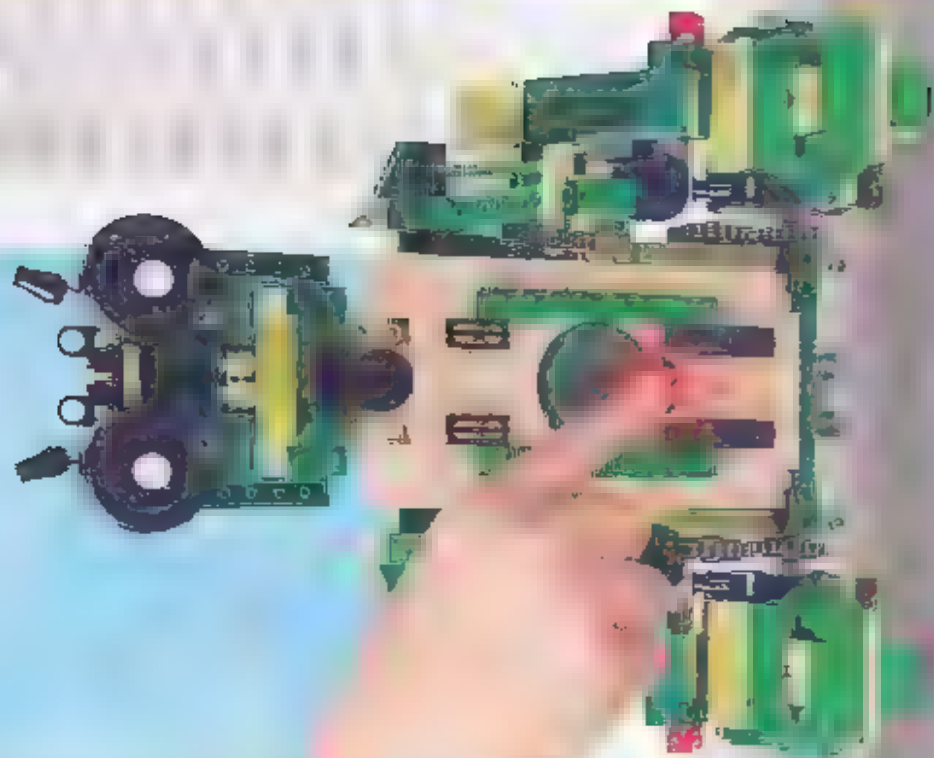
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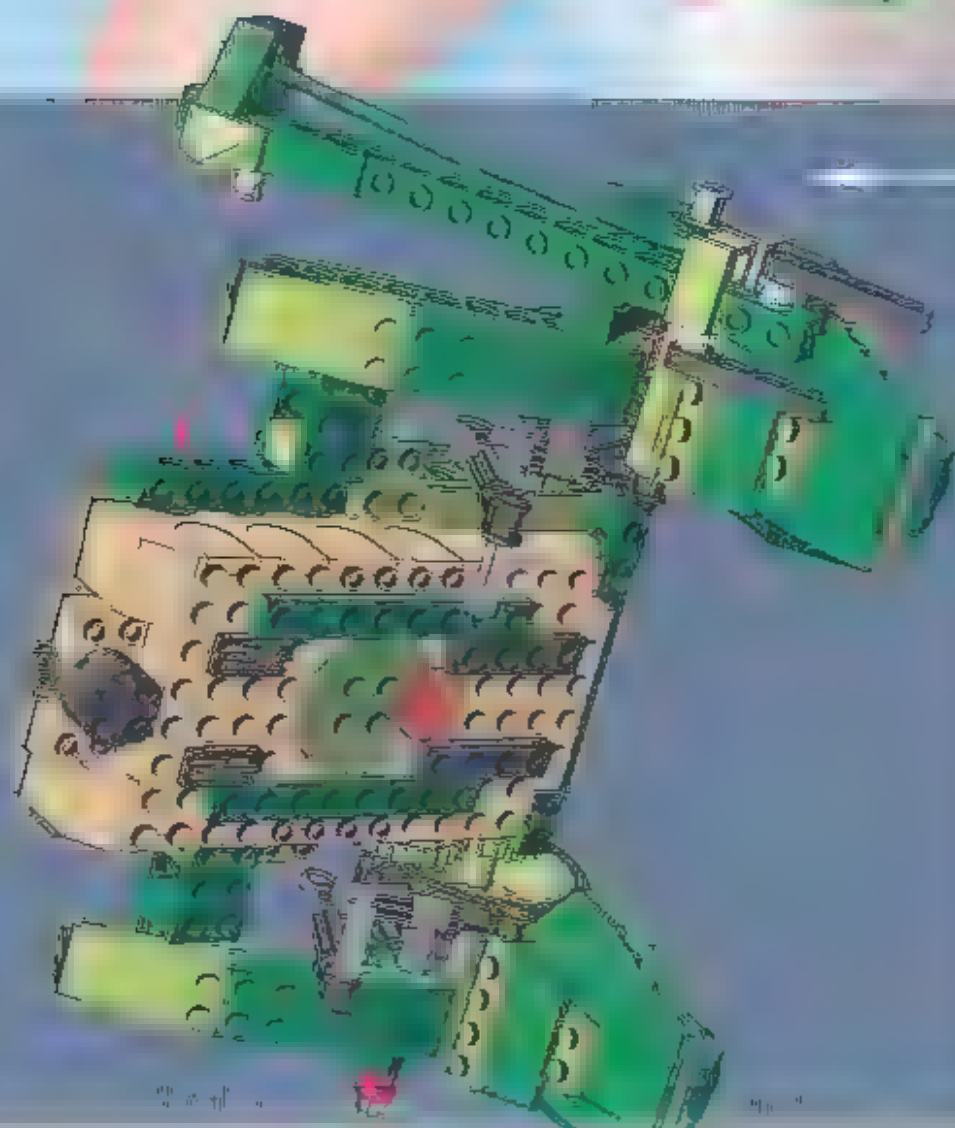
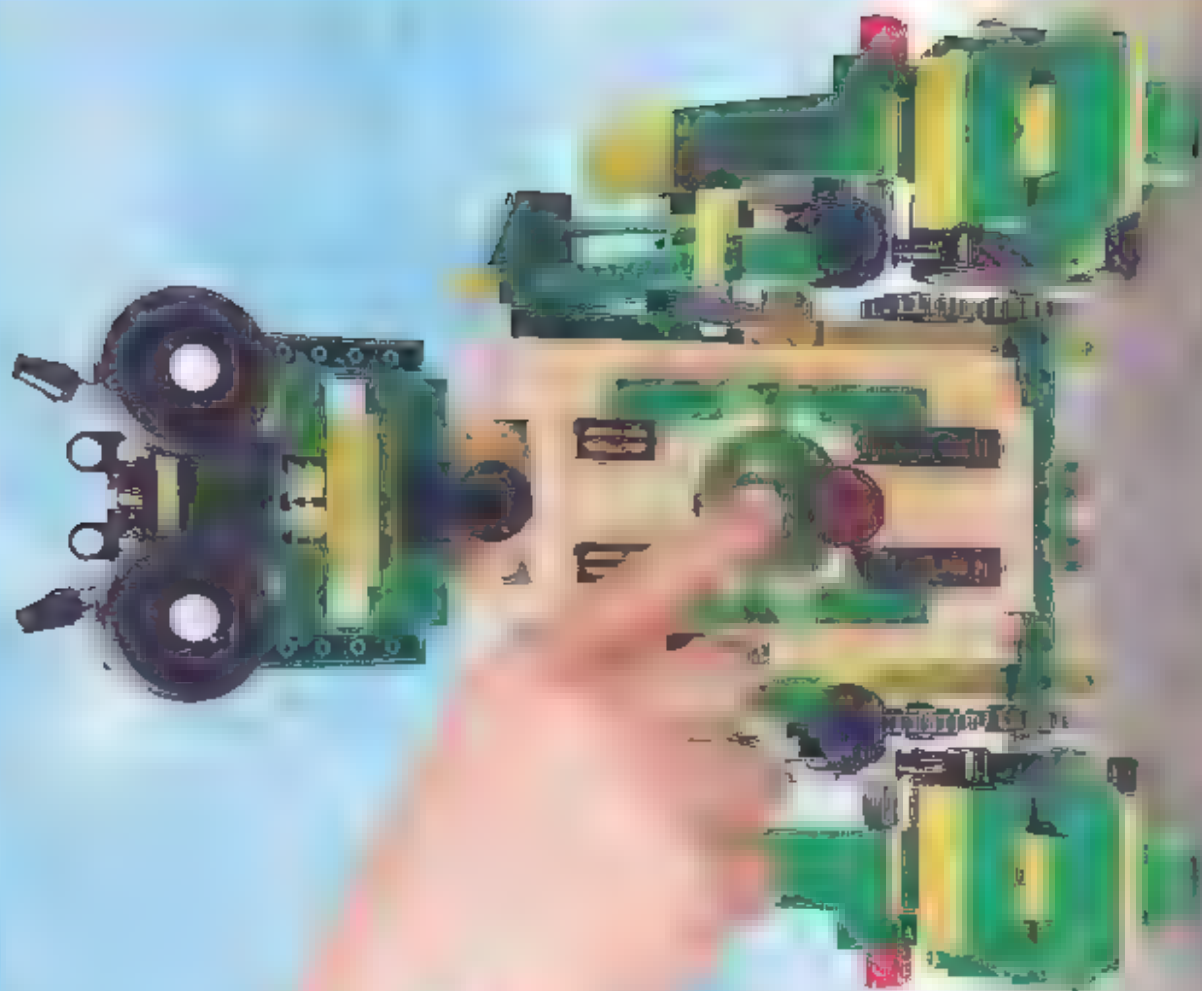
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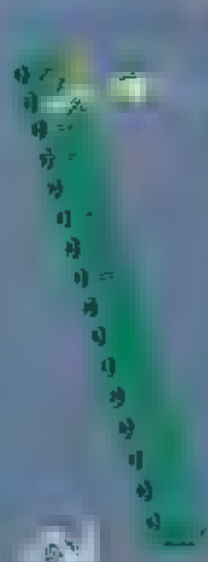
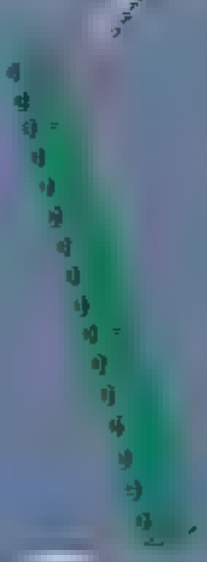
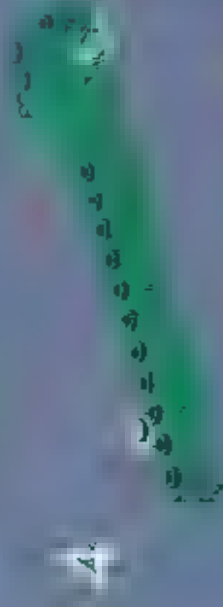
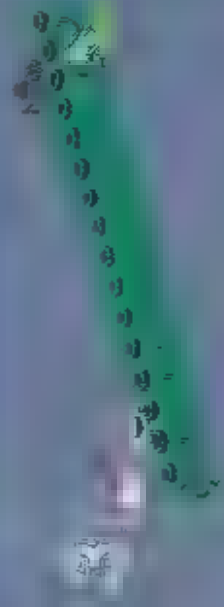
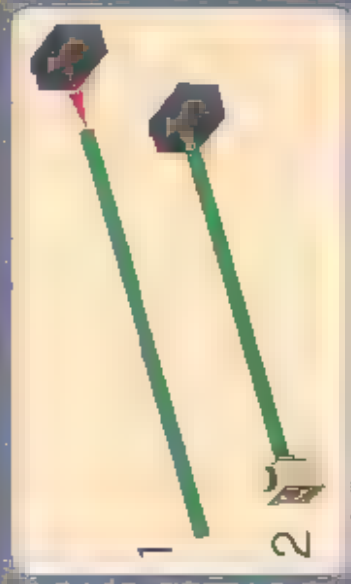


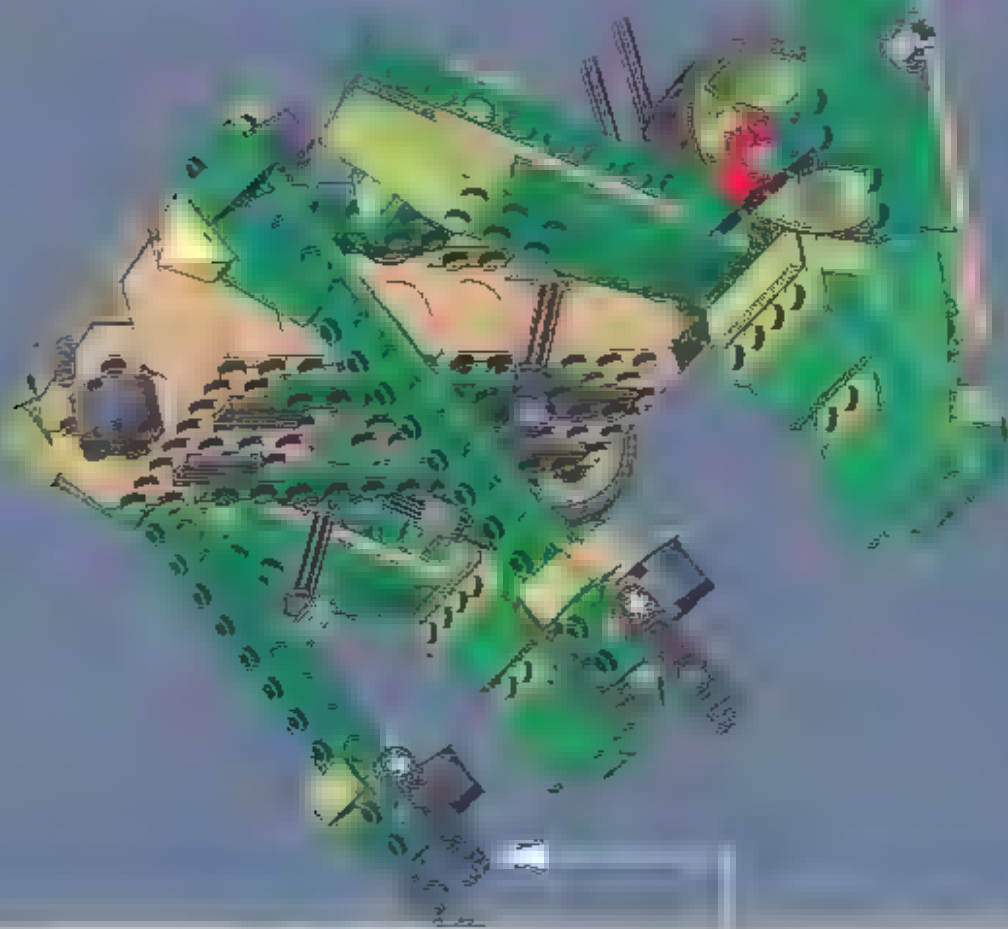




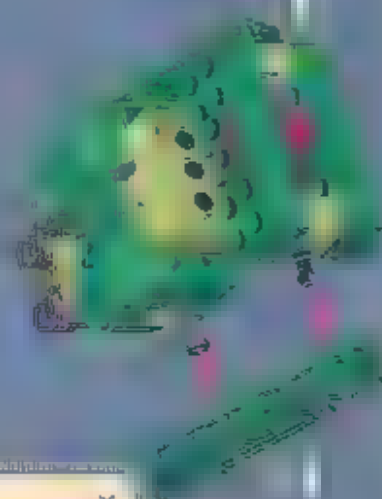
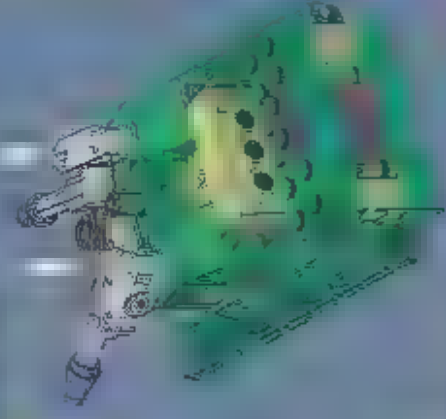
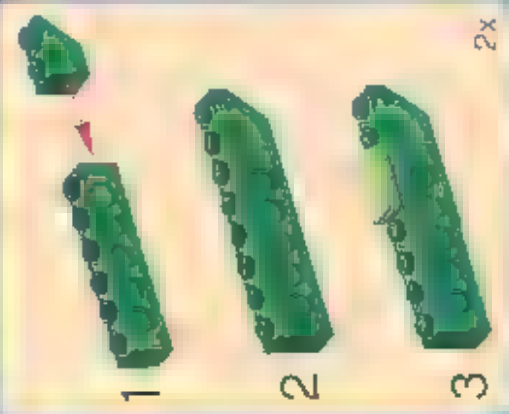
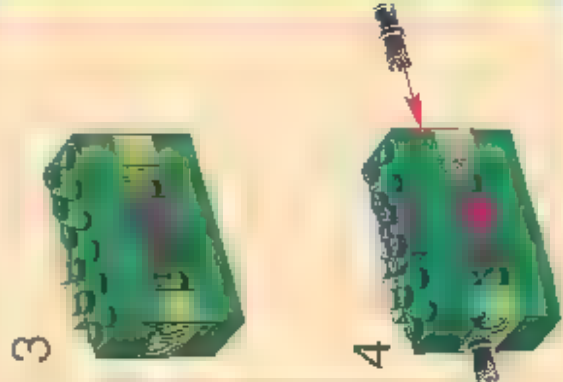
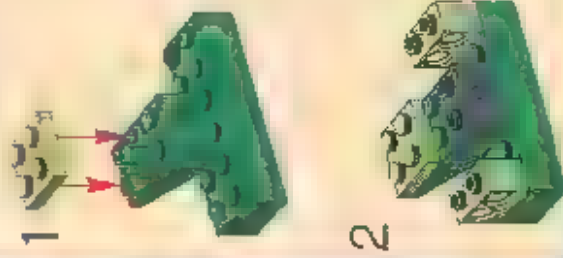


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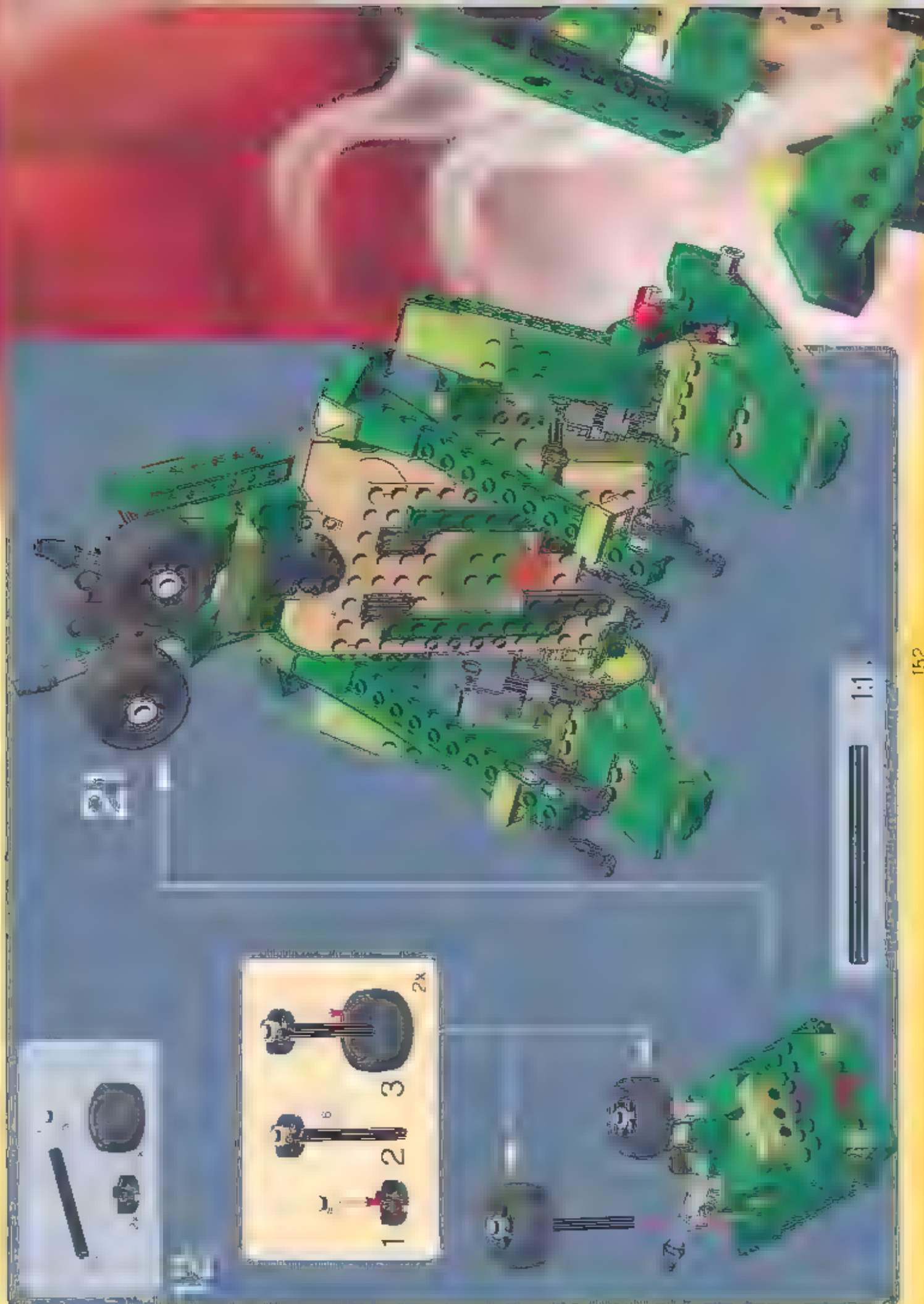








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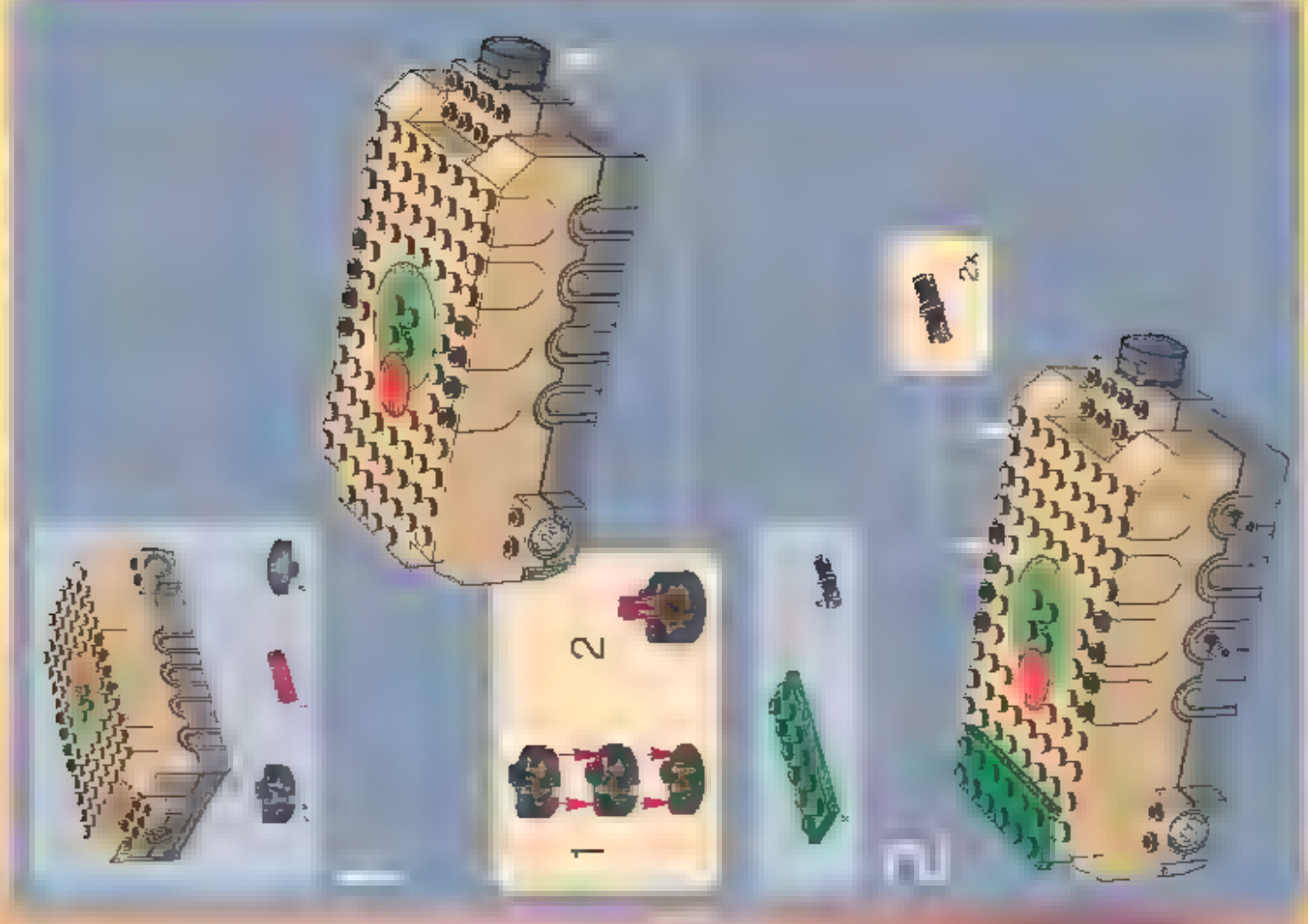


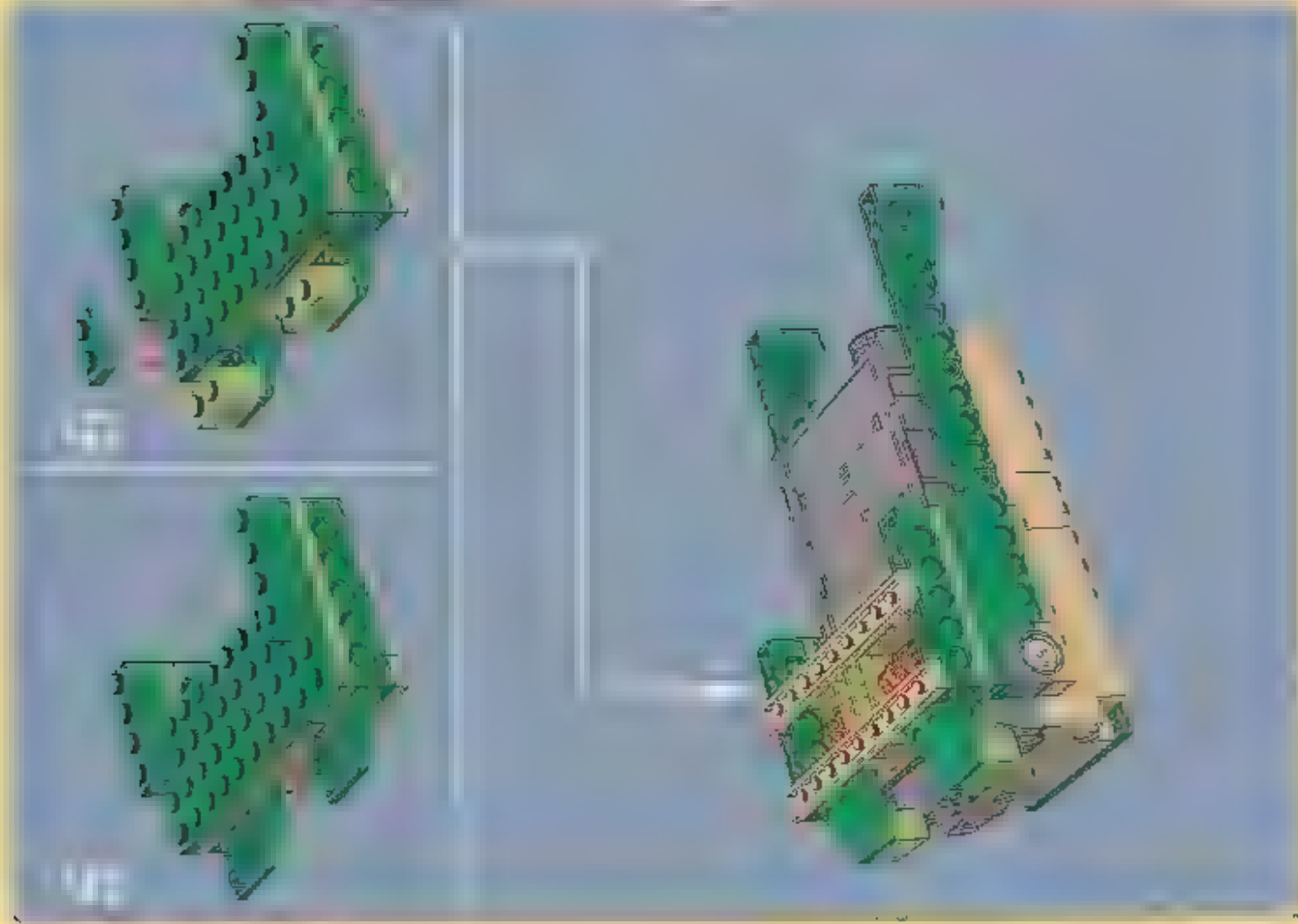
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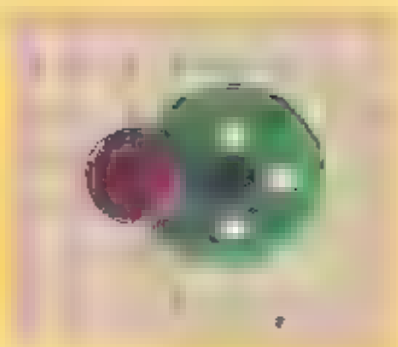
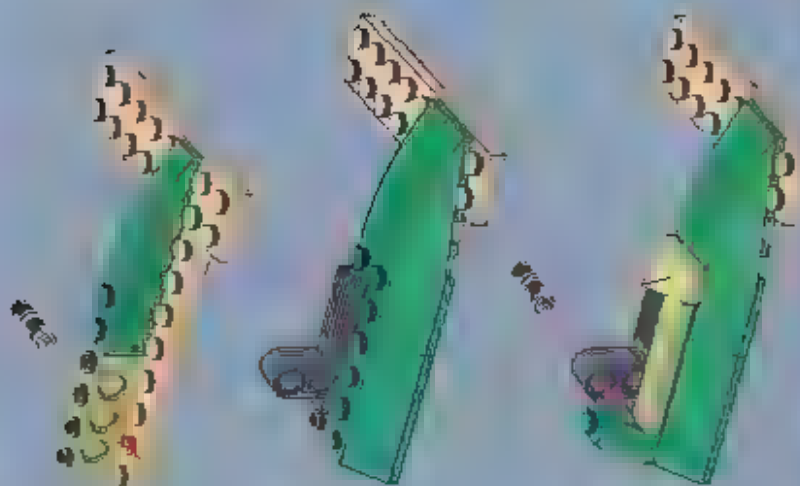
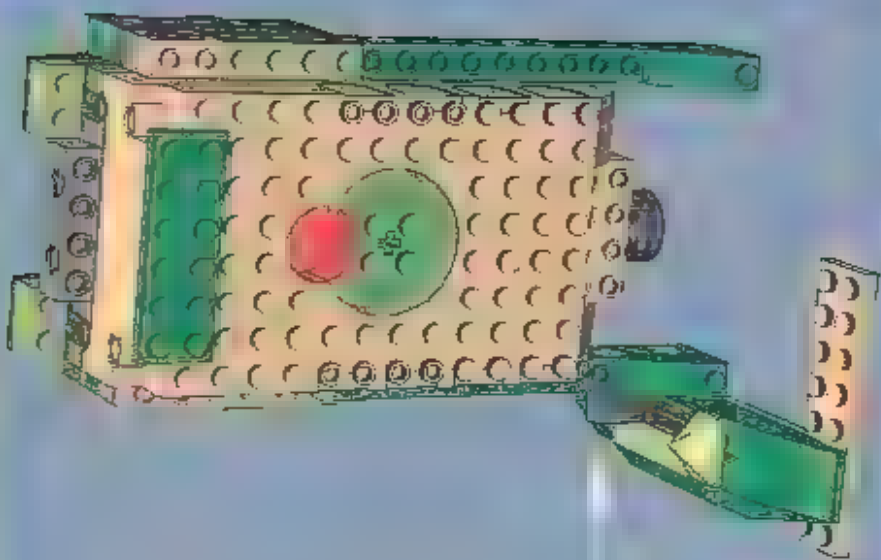




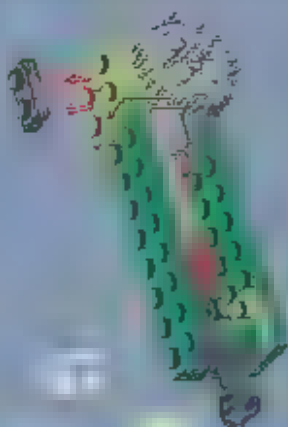
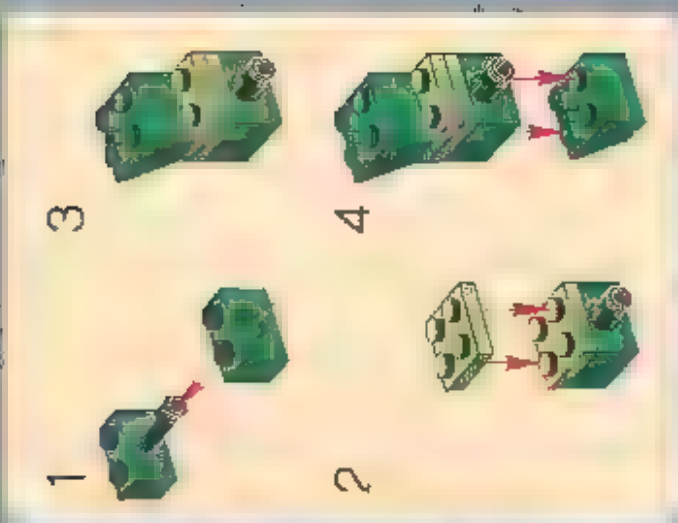
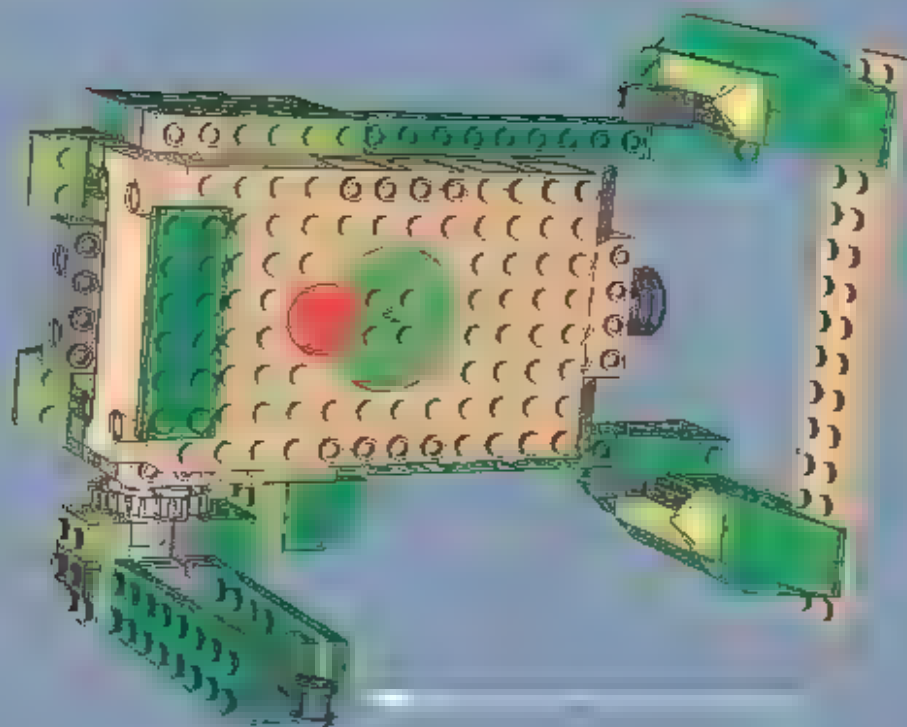


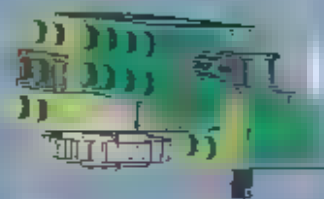
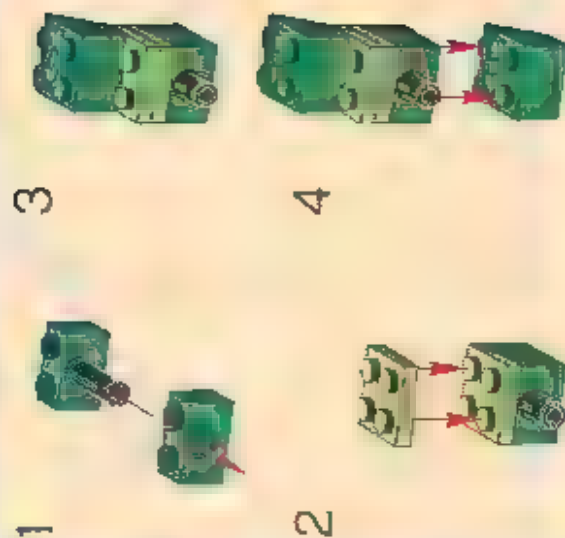
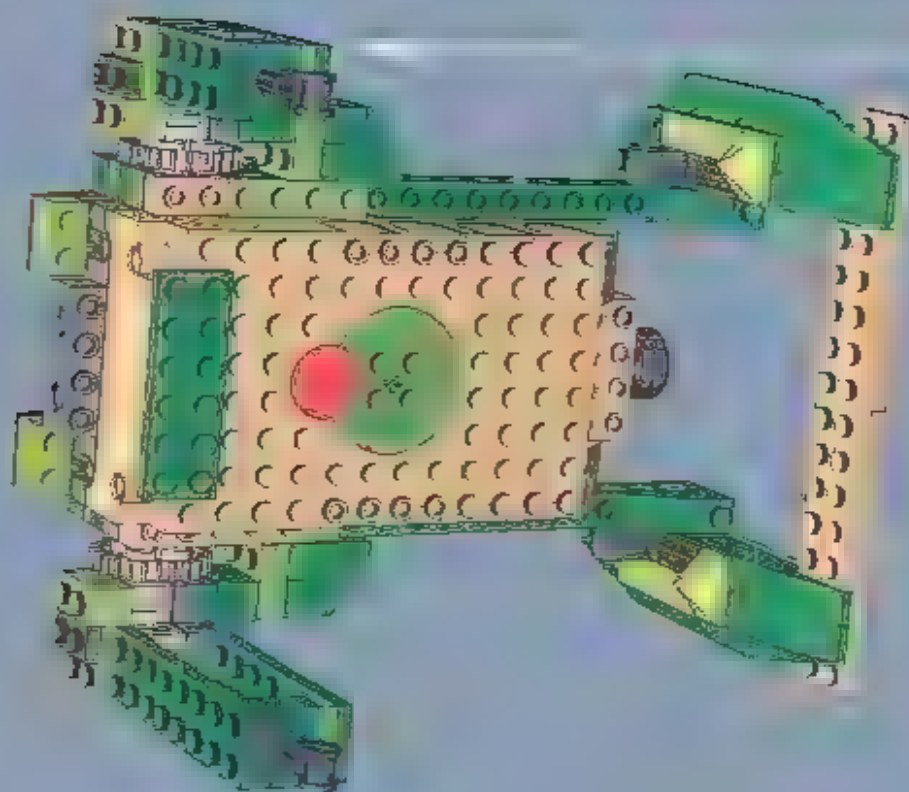


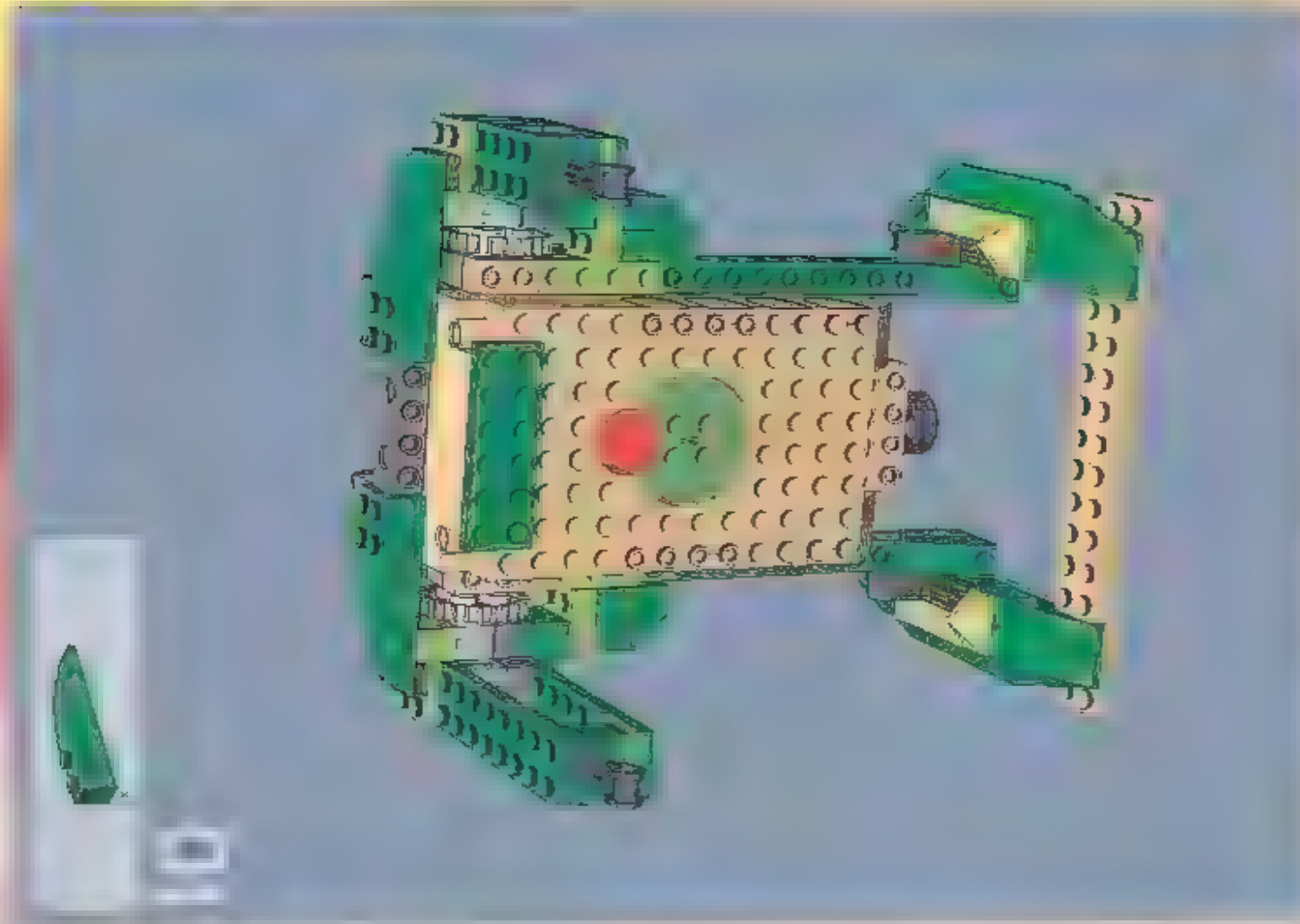
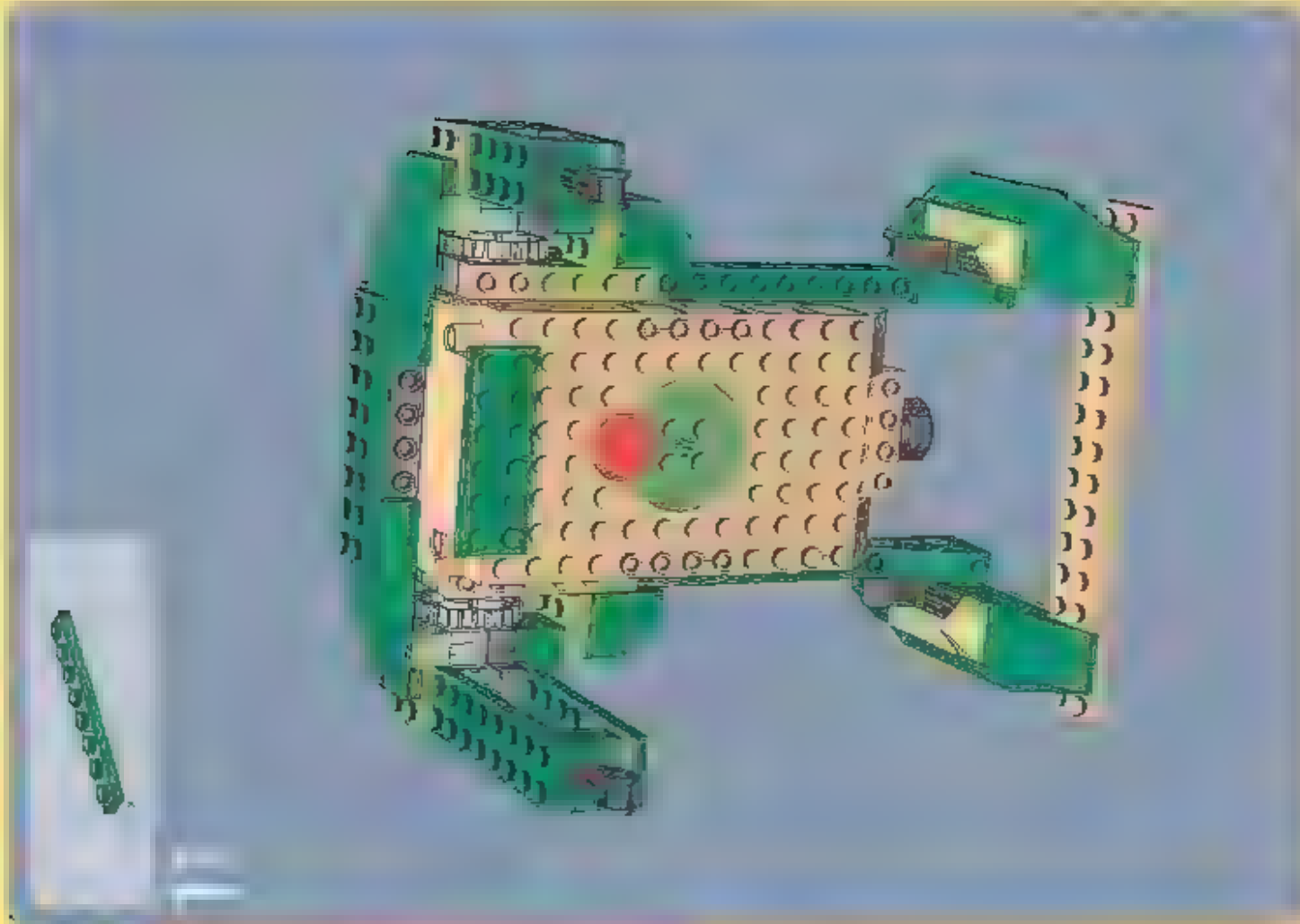




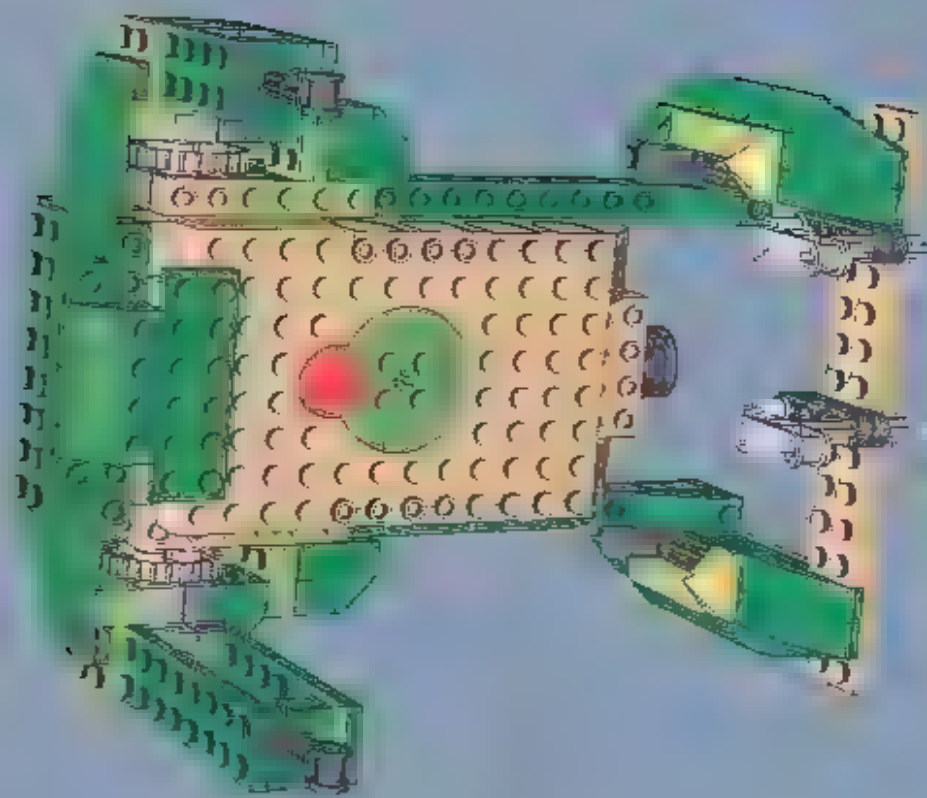
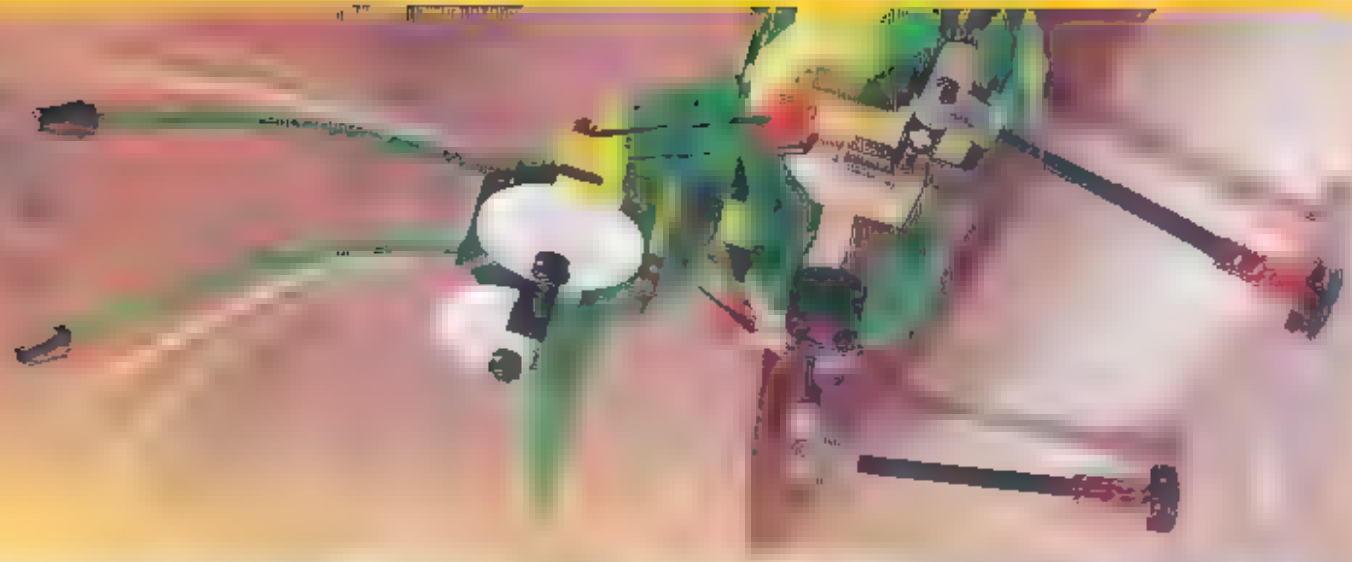












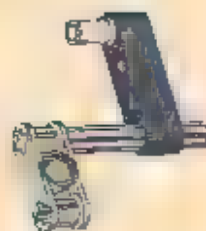
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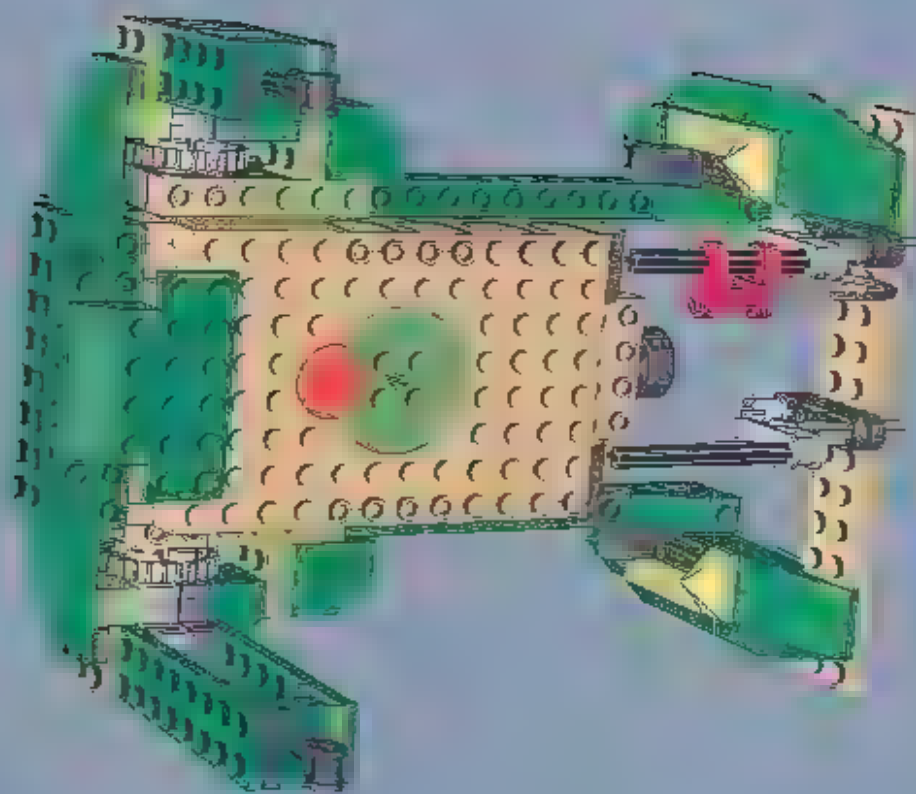


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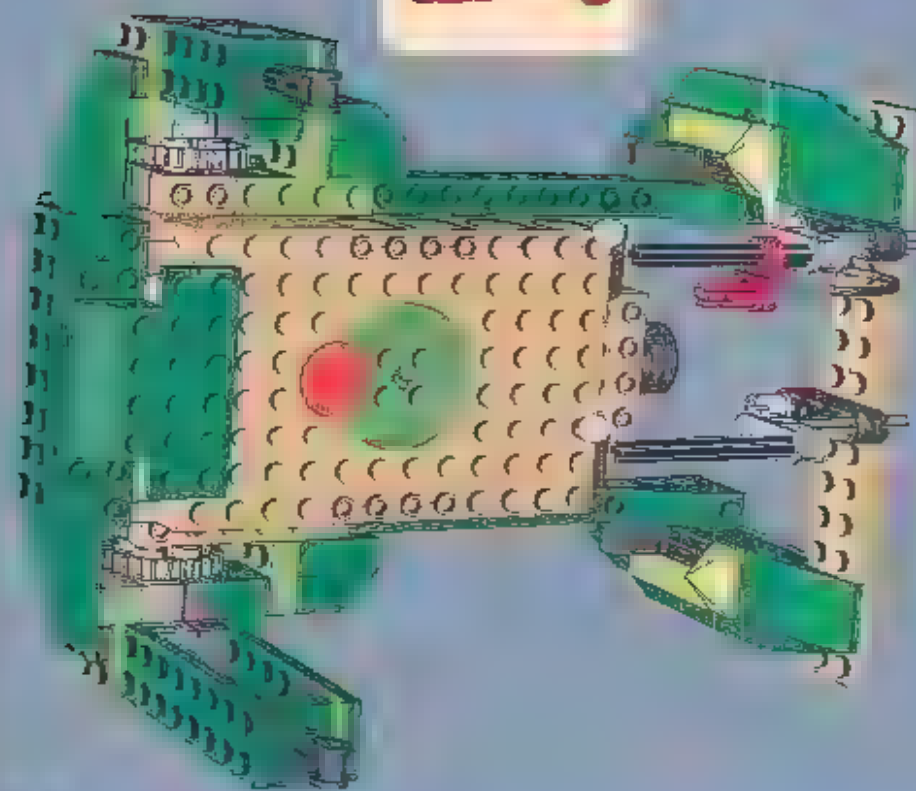


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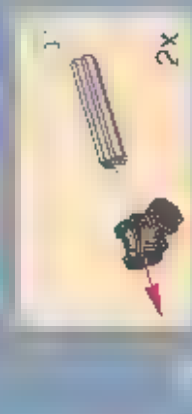
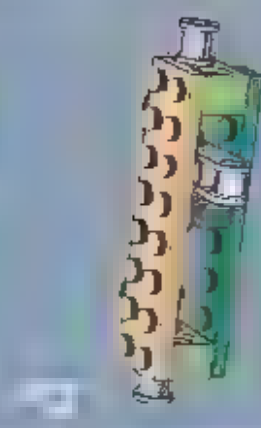
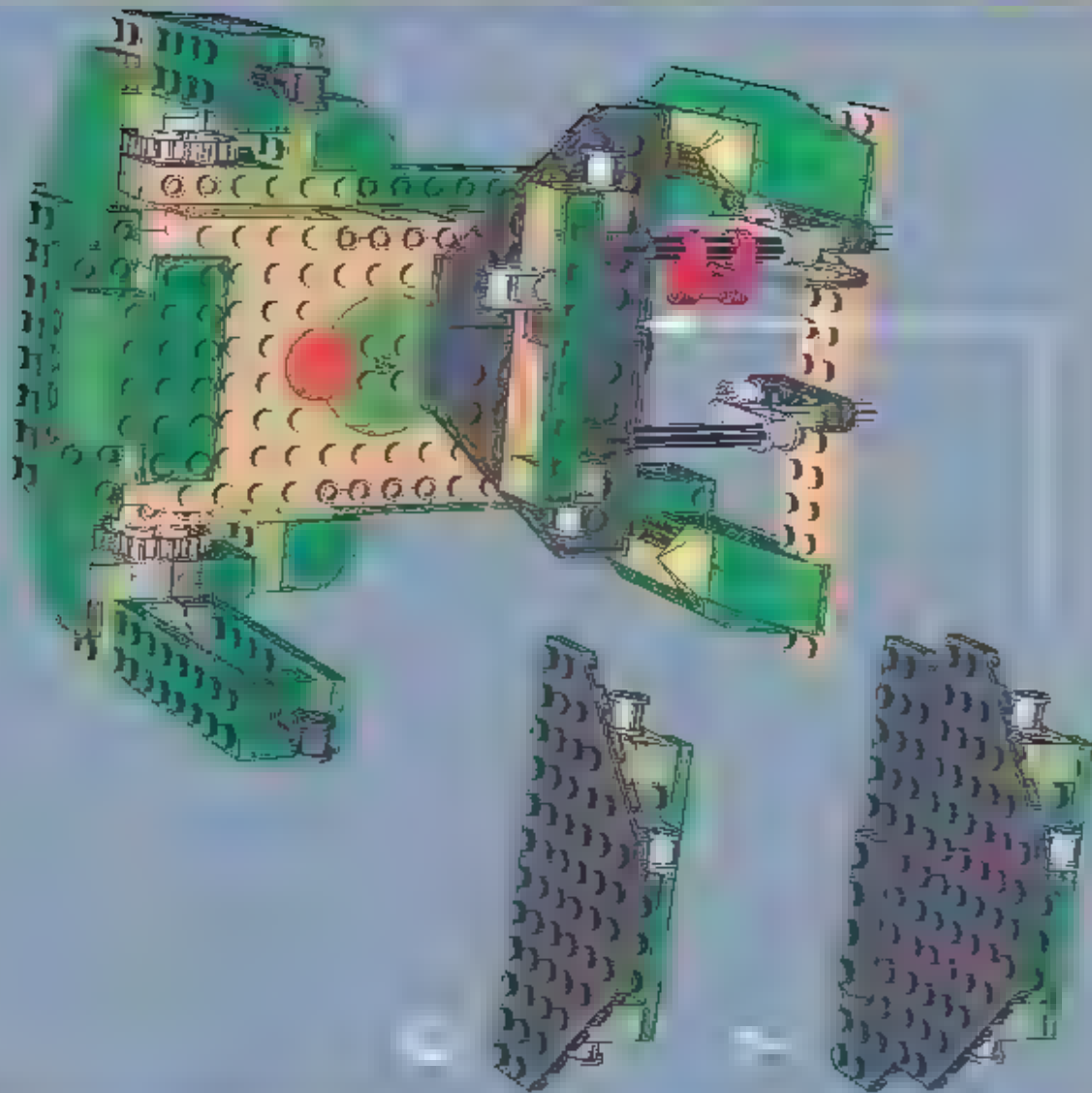


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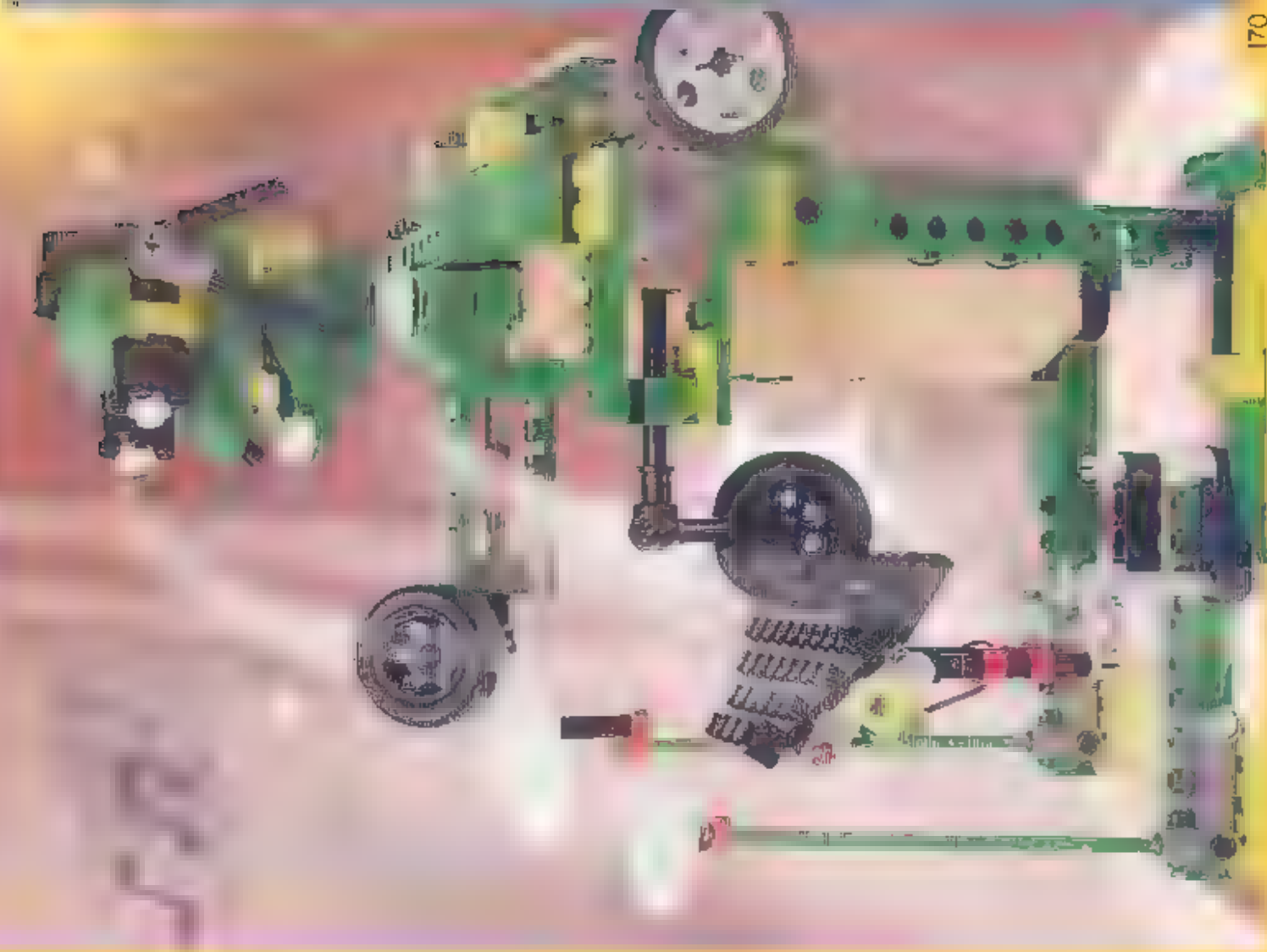


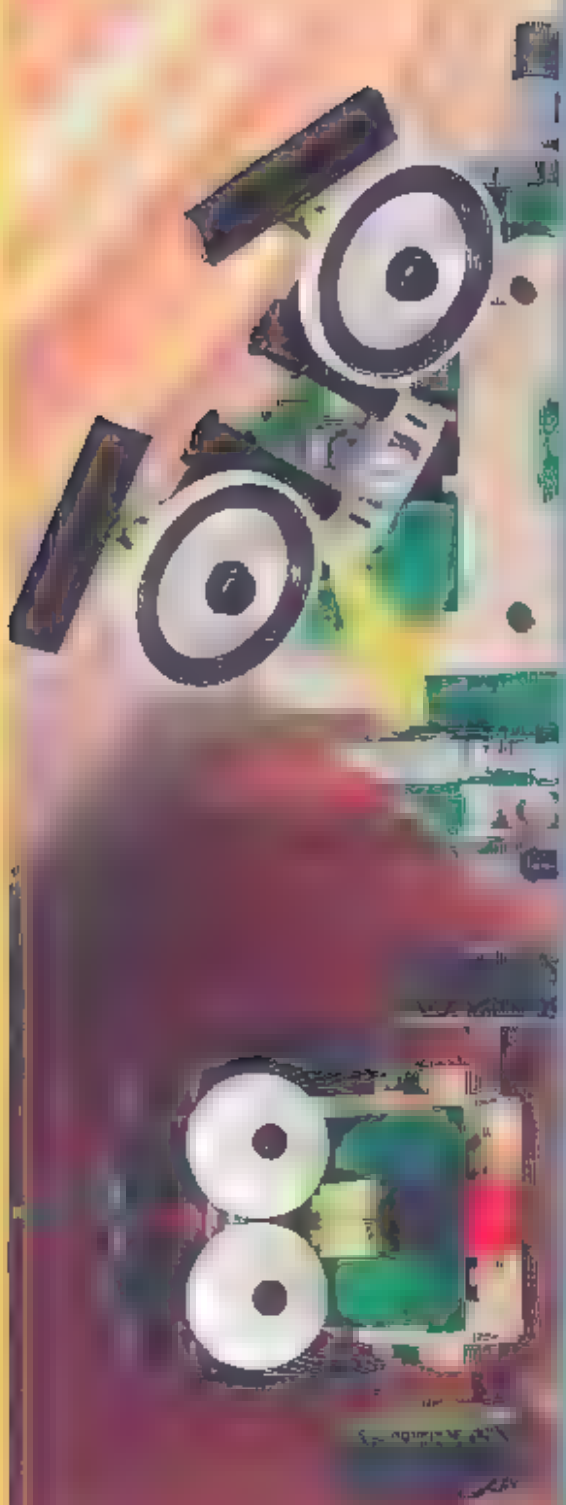
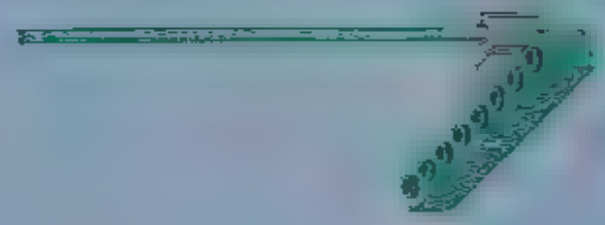
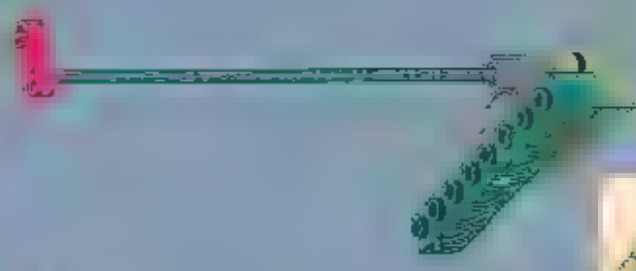
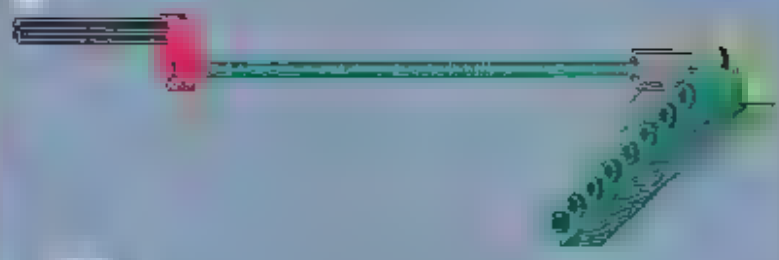
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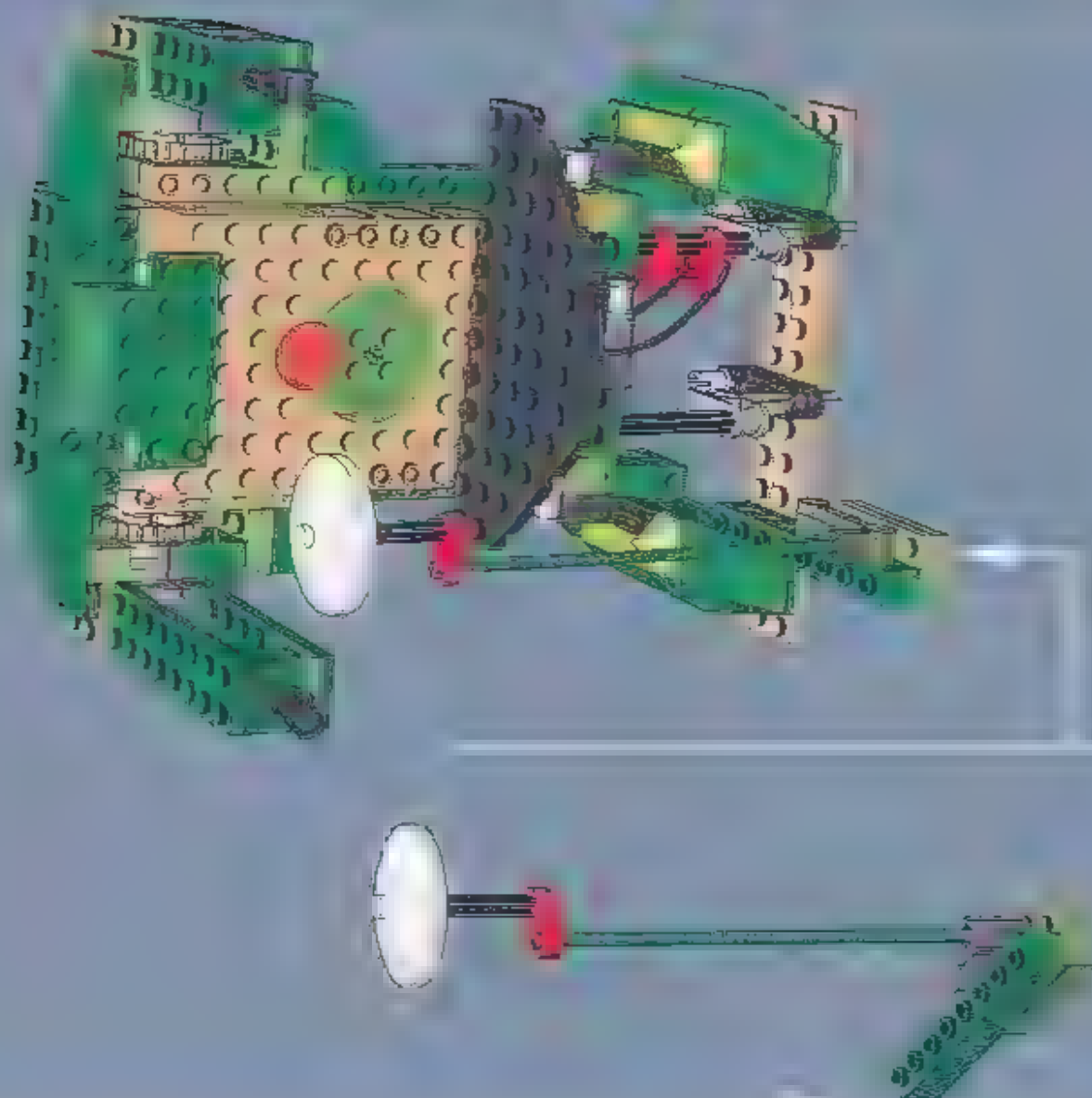
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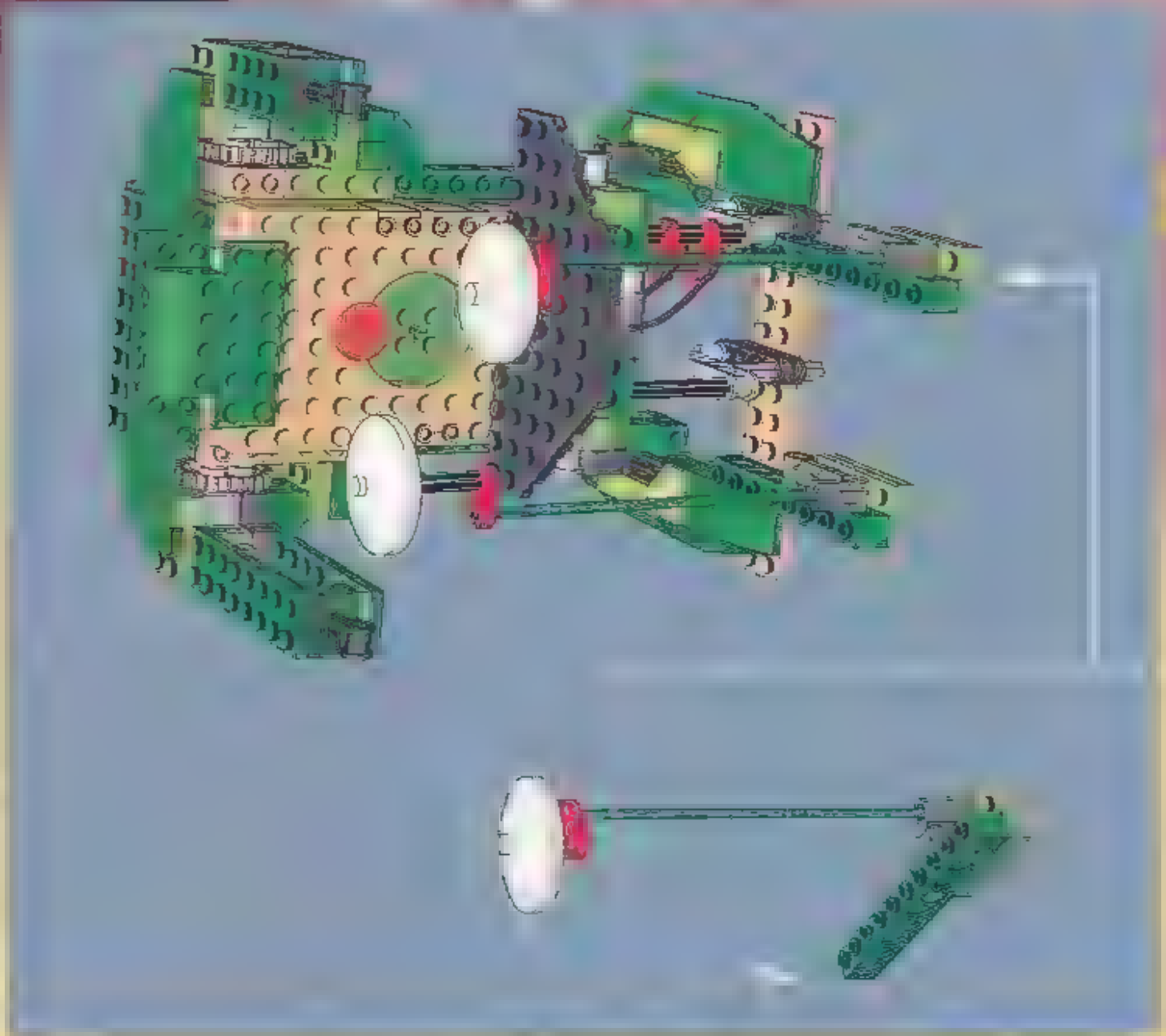


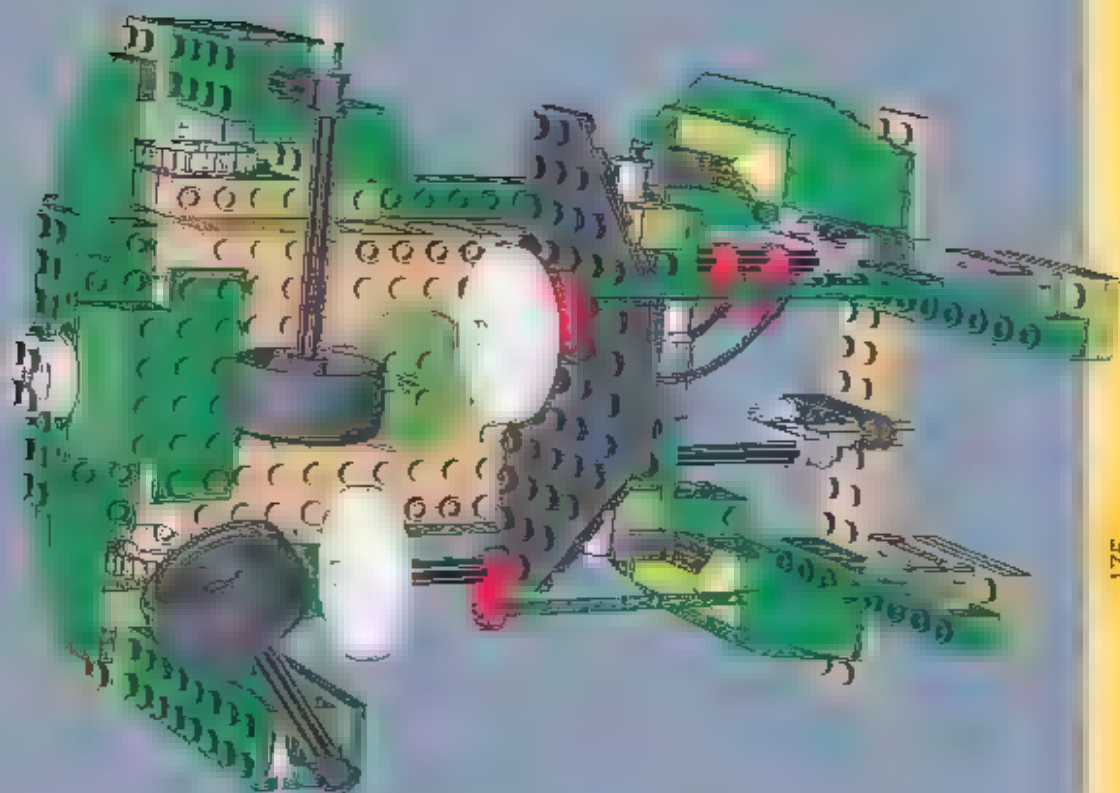
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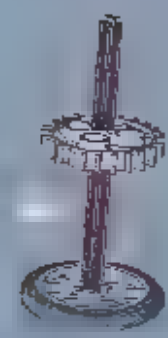
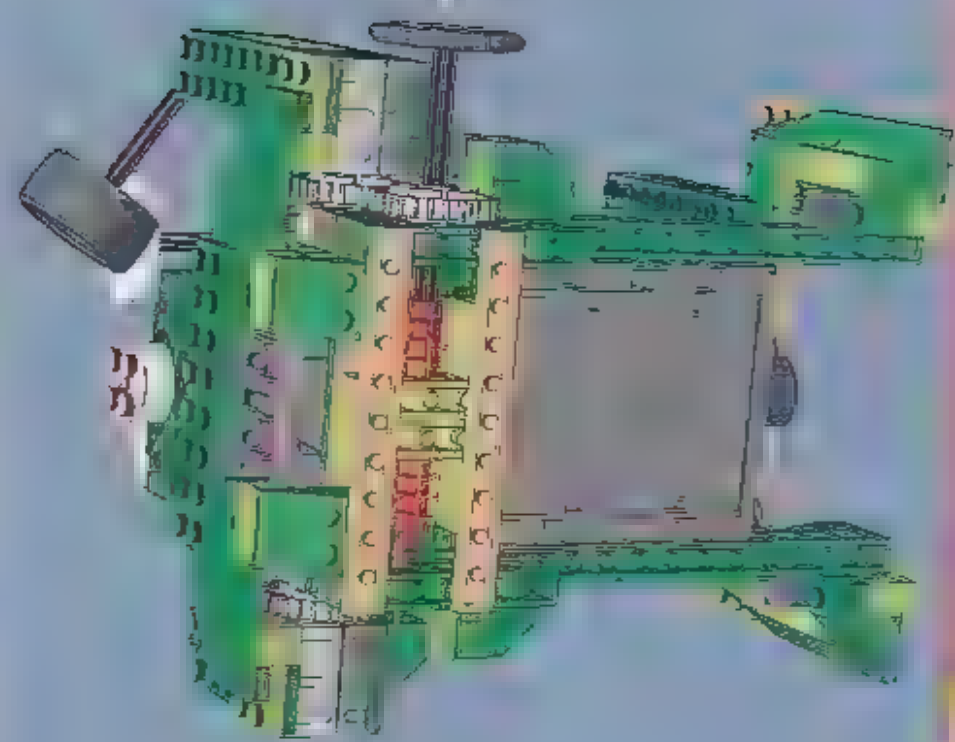




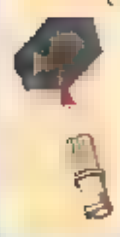
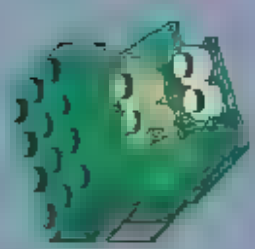
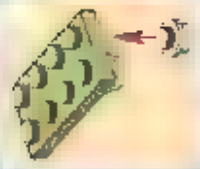
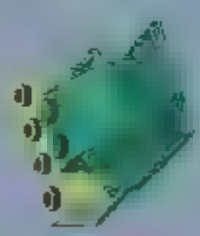
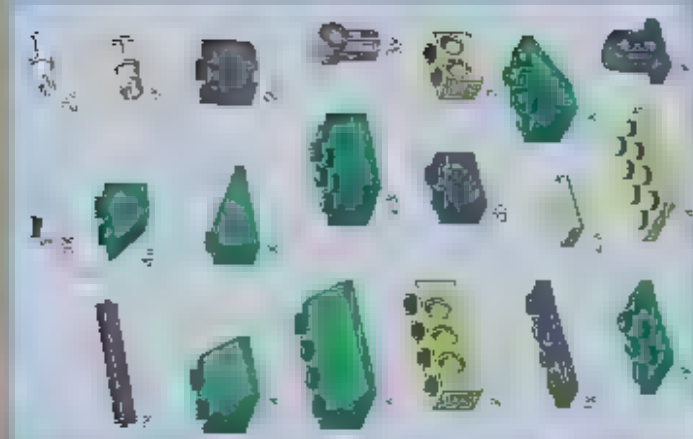


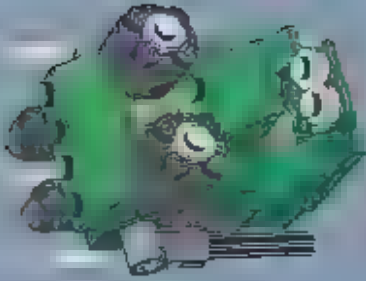
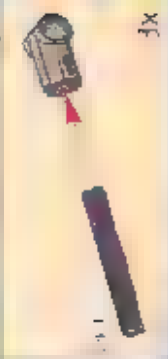
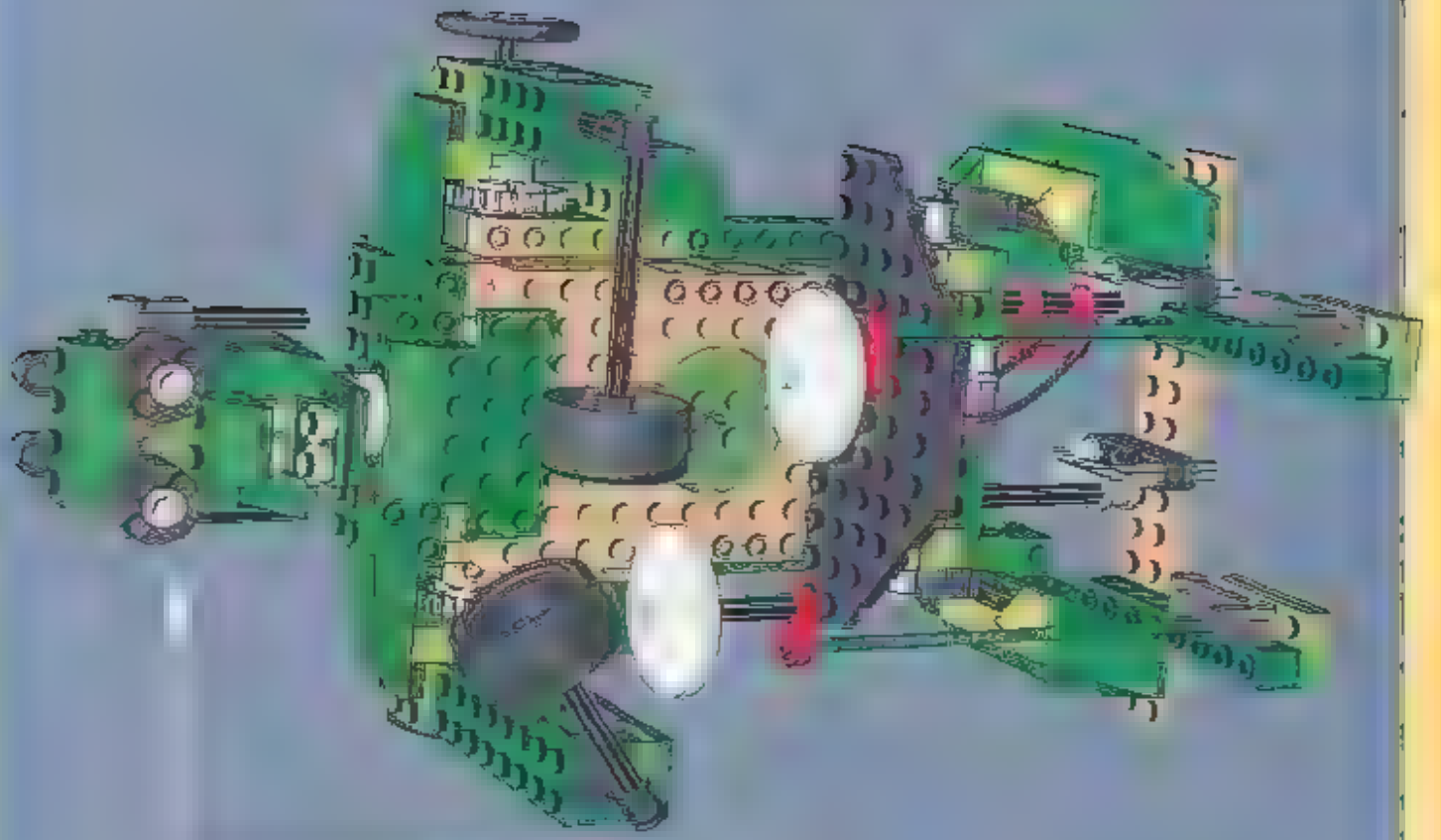




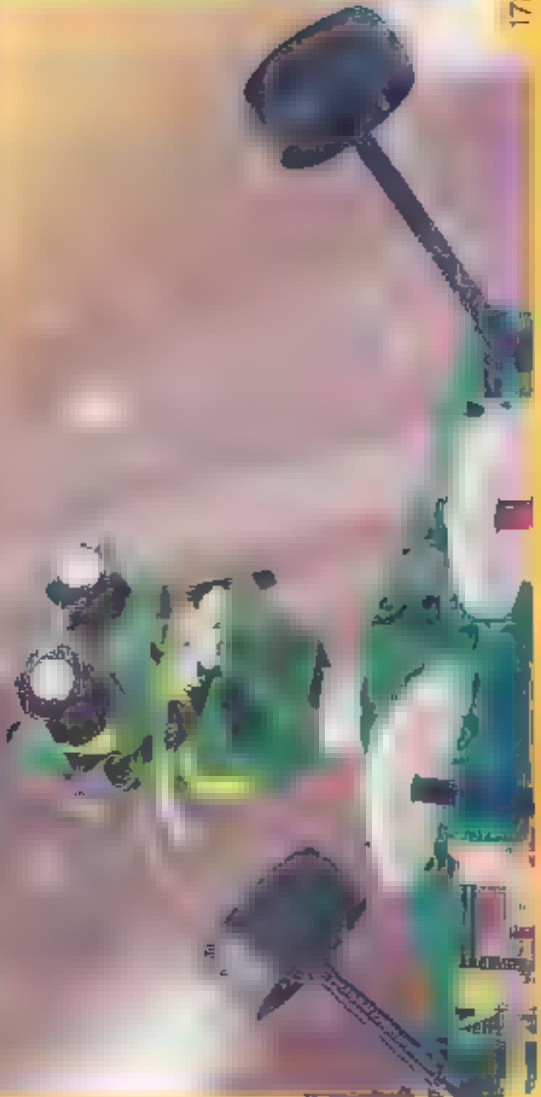


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FUNCTIONS

Q: The ON/OFF switch underneath the Record in Play Motor is set to ON but my Record in Play does not work. Why?

A: The Record in Play Motor will only work if the Record in Play Motor is set to ON. If the Record in Play Motor is set to OFF, the Record in Play Motor will not work. The Record in Play Motor is set to ON by default.

Q: When I hold down the PLAY button, the number of lights beneath the button changes. What does this indicate?

A: The number of lights beneath the button indicates the number of lights that are on. If the number of lights is 1, it means that 1 light is on. If the number of lights is 2, it means that 2 lights are on. If the number of lights is 3, it means that 3 lights are on. If the number of lights is 4, it means that 4 lights are on. If the number of lights is 5, it means that 5 lights are on. If the number of lights is 6, it means that 6 lights are on. If the number of lights is 7, it means that 7 lights are on. If the number of lights is 8, it means that 8 lights are on. If the number of lights is 9, it means that 9 lights are on. If the number of lights is 10, it means that 10 lights are on.

Q: What are the different play modes?

A: The different play modes are: Normal mode, Reverse mode, and Repeat mode. Normal mode is the default mode. Reverse mode is used to play the record in reverse. Repeat mode is used to play the record repeatedly. The Record in Play Motor will only work if the Record in Play Motor is set to ON. If the Record in Play Motor is set to OFF, the Record in Play Motor will not work. The Record in Play Motor is set to ON by default.

Q: Will the Record in Play Motor forget a recorded movement if I turn it off?

A: No, the Record in Play Motor will not forget a recorded movement if I turn it off. The Record in Play Motor will only work if the Record in Play Motor is set to ON. If the Record in Play Motor is set to OFF, the Record in Play Motor will not work. The Record in Play Motor is set to ON by default.

Q: What is the Trigger port?

A: The Trigger port is a port on the Record in Play Motor that is used to connect the Record in Play Motor to a computer. The Trigger port is used to send data from the Record in Play Motor to the computer. The Trigger port is set to ON by default.

PERFORMANCE ISSUES

Q: When playing back a movement, sometimes the Record in Play Motor makes a "back" sound and stops working. Why?

A: The "back" sound is caused by the Record in Play Motor making a "back" sound when it is playing back a movement. The Record in Play Motor will only work if the Record in Play Motor is set to ON. If the Record in Play Motor is set to OFF, the Record in Play Motor will not work. The Record in Play Motor is set to ON by default.

Q: Why doesn't the Record in Play Motor play back the movement exactly as recorded?

A: The Record in Play Motor does not play back the movement exactly as recorded because of the way the Record in Play Motor works. The Record in Play Motor will only work if the Record in Play Motor is set to ON. If the Record in Play Motor is set to OFF, the Record in Play Motor will not work. The Record in Play Motor is set to ON by default.

Insert cross-axle for wheel

Record
Max 20 sec
Play
Repeat



Battery Cover
Insert cross-axle for wheel

"ON/OFF"

Insert cross-axle for wheel

Troubleshooting

Problem

The Record in Play Motor does not work.

Likely cause

ON/OFF switch is set to OFF.

Solution

Set ON/OFF switch to ON.

The Record in Play Motor does not play back the movement exactly as recorded.

After changing batteries, the Record in Play Motor makes a "back" sound.

The Record in Play Motor does not play back the movement exactly as recorded.

The Record in Play Motor does not play back the movement exactly as recorded.

The Record in Play Motor does not play back the movement exactly as recorded.

The Record in Play Motor does not play back the movement exactly as recorded.

DE FAQ UND FEHLERBEHEBUNG

FUNKTIONEN

Der Motor ist ein Teil der Unterseite des Record in Play Motors ist eine bewegliche, aber der Motor befindet sich in der Mitte. Der Motor ist ein Teil der Unterseite des Record in Play Motors ist eine bewegliche, aber der Motor befindet sich in der Mitte. Der Motor ist ein Teil der Unterseite des Record in Play Motors ist eine bewegliche, aber der Motor befindet sich in der Mitte.

Wenn ich das PLAY Knopf gedrückt halte, ändert sich die Anzahl der Lichter. Wenn ich das PLAY Knopf gedrückt halte, ändert sich die Anzahl der Lichter. Wenn ich das PLAY Knopf gedrückt halte, ändert sich die Anzahl der Lichter.

F Welche verbleibende Play-Midi gibt es?

Wenn ich den Motor bestimme, wie der Motor ist, Play Motor die gespeicherten Bewegungen ausführt. Wenn ich den Motor bestimme, wie der Motor ist, Play Motor die gespeicherten Bewegungen ausführt. Wenn ich den Motor bestimme, wie der Motor ist, Play Motor die gespeicherten Bewegungen ausführt.

Wenn ich die Record in Play Motor eine gespeicherte Bewegung, wenn ich ihn abgehe.

Was ist der richtige Port? Wenn ich die Record in Play Motor eine gespeicherte Bewegung, wenn ich ihn abgehe. Wenn ich die Record in Play Motor eine gespeicherte Bewegung, wenn ich ihn abgehe.

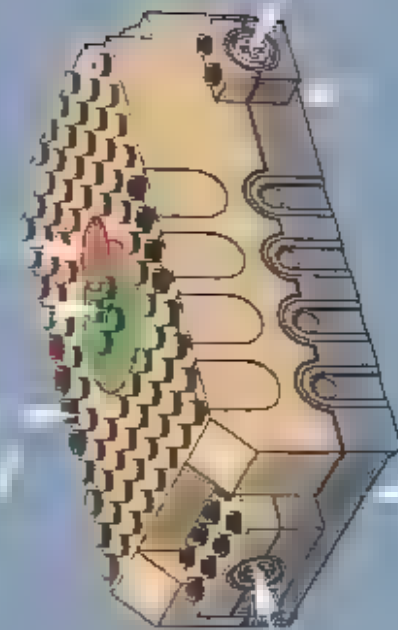
LEISTUNGSPROBLEME

Wenn ich eine gespeicherte Bewegung ausführe, antwortet nicht auf. Warum? Wenn ich eine gespeicherte Bewegung ausführe, antwortet nicht auf. Warum? Wenn ich eine gespeicherte Bewegung ausführe, antwortet nicht auf. Warum?

Wenn ich die Record in Play Motor die Bewegung nicht genau so aus, wie ich sie gespeichert habe? Wenn ich die Record in Play Motor die Bewegung nicht genau so aus, wie ich sie gespeichert habe? Wenn ich die Record in Play Motor die Bewegung nicht genau so aus, wie ich sie gespeichert habe?

Bitte Kreuz-Achse für Räder einsetzen

Record Max 20 sek Zum Spielern wird Bewegung



Batteriefach

Bitte die Batterien einsetzen

"ON/OFF"

Bitte die Batterien einsetzen

Fehlerbehebung

Problem

Wenn ich die Record in Play Motor eine gespeicherte Bewegung, wenn ich ihn abgehe.

Mögliche Ursache

Wenn ich die Record in Play Motor eine gespeicherte Bewegung, wenn ich ihn abgehe.

Lösung

Wenn ich die Record in Play Motor eine gespeicherte Bewegung, wenn ich ihn abgehe.

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Wenn ich die Record in Play Motor eine gespeicherte Bewegung, wenn ich ihn abgehe.

FR QUESTIONS FREQUENTES

FONCTIONS

Q : J'ai un bouton ON/OFF et un bouton moteur Record n Play est sur la position ON, mais quand j'appuie sur le bouton n Play la fonction ne passe Pourquoi ?
R : Le bouton n Play est un bouton à pression. Il faut appuyer sur le bouton n Play pendant au moins 2 secondes pour que la fonction passe en position n Play.

Q : Pourquoi j'appuie sur le bouton n PLAY le nombre de lumières clignote sous la bouton charge ? Qu'est-ce que cela signifie ?
R : Le bouton n Play est un bouton à pression. Il faut appuyer sur le bouton n Play pendant au moins 2 secondes pour que la fonction passe en position n Play.

Q : Quels sont les différents modes de jeu ?
R : Les modes de jeu sont déterminés par le bouton n Play. Le bouton n Play a trois positions : OFF, ON et n Play. Lorsque le bouton n Play est en position OFF, le jeu est en mode de repos. Lorsque le bouton n Play est en position ON, le jeu est en mode de jeu. Lorsque le bouton n Play est en position n Play, le jeu est en mode de jeu n Play.

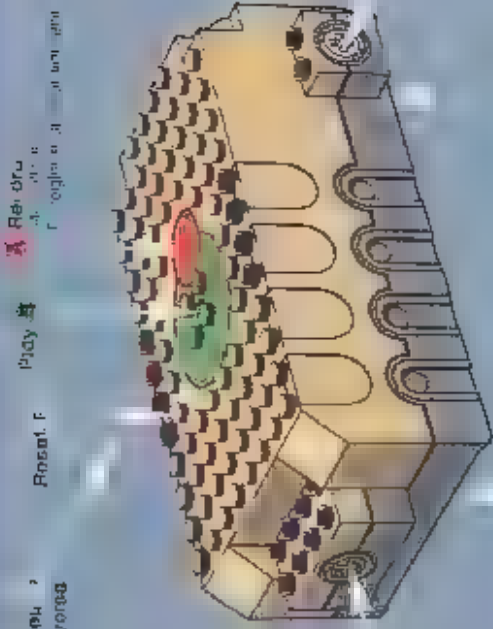
Q : Le bouton Record n Play publie-t-il un mouvement de la balle ?
R : Le bouton Record n Play publie-t-il un mouvement de la balle ?

Q : Qu'est-ce que le bouton n Play ?
R : Le bouton n Play est un bouton à pression. Il faut appuyer sur le bouton n Play pendant au moins 2 secondes pour que la fonction passe en position n Play.

QUESTIONS DE PERFORMANCE

Q : Lorsque j'appuie sur le bouton n Play, le bouton Record n Play est en position n Play, mais le jeu ne fonctionne pas Pourquoi ?
R : Le bouton n Play est un bouton à pression. Il faut appuyer sur le bouton n Play pendant au moins 2 secondes pour que la fonction passe en position n Play.

Q : Pourquoi le bouton Record n Play ne reproduit-il pas le mouvement de la balle ?
R : Le bouton n Play est un bouton à pression. Il faut appuyer sur le bouton n Play pendant au moins 2 secondes pour que la fonction passe en position n Play.



Support de piles
"ON/OFF"

Problème

Le bouton Record n Play ne fonctionne pas.

Solution

Appuie sur le bouton Record n Play pendant au moins 2 secondes.

Appuie sur le bouton Record n Play pendant au moins 2 secondes.

Appuie sur le bouton Record n Play pendant au moins 2 secondes.

Appuie sur le bouton Record n Play pendant au moins 2 secondes.

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IT DOMANDE FREQUENTI

FUNZIONI

Di che motore ON/OFF dispone il motore Record? Il Play è un ON/OFF?

Il motore Record è un motore ON/OFF, mentre il Play è un motore ON/OFF. Il motore Record è un motore ON/OFF, mentre il Play è un motore ON/OFF.

Quando si preme il pulsante PLAY il motore delle luci sotto il pulsante cambia o si spegne?

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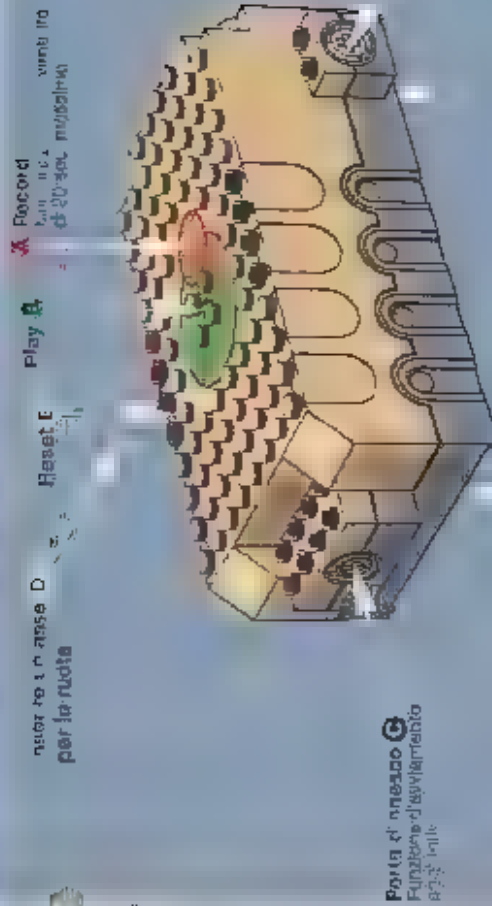
PROBLEMI DI FUNZIONAMENTO

Quando il motore Record o il Play esegue un movimento, si sente un bip?

Quando il motore Record o il Play esegue un movimento, si sente un bip.

Perché il motore Record o il Play non riproduce esattamente il movimento?

Perché il motore Record o il Play non riproduce esattamente il movimento.



Porta di ingresso
Funzione d'avviamento
Pulsante

Copertina portatile
Pulsante nella direzione indicata dalla freccia
ON/OFF

Di che motore ON/OFF dispone il motore Record?

Soluzione dei problemi

Problema

Probabile causa

Il motore ON/OFF non funziona.

Soluzione

Verificare che il motore ON/OFF sia correttamente inserito.

Problema

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Soluzione

Verificare che il motore ON/OFF sia correttamente inserito.

NL VEEL GESTELDE VRAGEN

FUNCTIONS

De DUKOF enkelemaal op de onderkant van de Deure. n High Motor staat op alle Deuren. n High Motor met niet werken. Wanneer?

$\frac{1}{n} \sum_{i=1}^n x_i = \bar{x}$

1. Als die FFA die ersten vierzig Jahre ihres Bestehens

krveta. Vše dokony di

[illegible]

4. Welche Vorgehensweise ist bei einem

[illegible]

ՀԱՅԱՍՏԱՆԻ ՀԱՆՐԱՊԵՏՈՒԹՅԱՆ
ՄԱՐԻՆԵՐԱԿԱՆ ԳՐԱԴԱՐԱՆ

[illegible][illegible][illegible]

VRAGEN OVER DE WEKING

Als ik een beweging afspieël, maakt de Pluut d'n Pluut Motor een "piep" geluid.

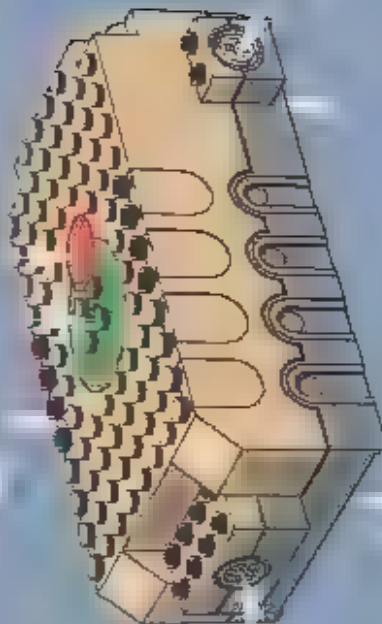
6. Δ is the triangle with vertices $(0,0)$, $(1,0)$, $(0,1)$.

[illegible]

A. A. HOFFMAN and R. A. HOFFMAN, *Department of Chemistry, University of Illinois, Urbana, Illinois 61801*

(The following text is extremely faint and appears to be bleed-through from the reverse side of the page. It contains several lines of illegible script.)

1. **Play** **Record** **Make Note** **Go Back** **Go Forward** **Exit**



বিদ্যাসূচীকরণ

only

D. Krissavghat
Voorit wijk

Downloaded At: 11:53 11 September 2009

TJ+Q|Z|H|L 194.

Appendix 2

10. *Staphylococcus aureus* (10⁸ CFU/ml) was used as the test organism. The bacteria were grown in 10 ml of Tryptone Soya Broth (TSB) (Difco) at 37°C for 24 h. The culture was then centrifuged at 10,000 g for 10 min and the supernatant was discarded. The cells were washed with 10 ml of sterile distilled water and centrifuged again at 10,000 g for 10 min. The cells were then resuspended in 10 ml of sterile distilled water and the suspension was adjusted to a concentration of 10⁸ CFU/ml.

keuzt de beschikbare tijd voor zijn vervangen, zodat de

Figure 1. The effect of the concentration of the polymer solution on the apparent viscosity of the polymer solution.

[illegible][illegible]
$$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{x}} \right) = \frac{\partial L}{\partial x}$$

Moulik, D. 2003.

ONCE UPON A TIME, THERE WAS A KING

$$\begin{array}{ccccccc} \alpha_1 & & \alpha_2 & & \alpha_3 & & \alpha_4 \\ & \searrow & & \searrow & & \searrow & \\ & \alpha_5 & & \alpha_6 & & \alpha_7 & \\ & & \searrow & & \searrow & & \\ & & \alpha_8 & & \alpha_9 & & \alpha_{10} \end{array}$$

1. $\frac{1}{2}$ 2. $\frac{1}{3}$ 3. $\frac{1}{4}$ 4. $\frac{1}{5}$ 5. $\frac{1}{6}$ 6. $\frac{1}{7}$ 7. $\frac{1}{8}$ 8. $\frac{1}{9}$ 9. $\frac{1}{10}$ 10. $\frac{1}{11}$ 11. $\frac{1}{12}$ 12. $\frac{1}{13}$ 13. $\frac{1}{14}$ 14. $\frac{1}{15}$ 15. $\frac{1}{16}$ 16. $\frac{1}{17}$ 17. $\frac{1}{18}$ 18. $\frac{1}{19}$ 19. $\frac{1}{20}$ 20. $\frac{1}{21}$ 21. $\frac{1}{22}$ 22. $\frac{1}{23}$ 23. $\frac{1}{24}$ 24. $\frac{1}{25}$ 25. $\frac{1}{26}$ 26. $\frac{1}{27}$ 27. $\frac{1}{28}$ 28. $\frac{1}{29}$ 29. $\frac{1}{30}$ 30. $\frac{1}{31}$ 31. $\frac{1}{32}$ 32. $\frac{1}{33}$ 33. $\frac{1}{34}$ 34. $\frac{1}{35}$ 35. $\frac{1}{36}$ 36. $\frac{1}{37}$ 37. $\frac{1}{38}$ 38. $\frac{1}{39}$ 39. $\frac{1}{40}$ 40. $\frac{1}{41}$ 41. $\frac{1}{42}$ 42. $\frac{1}{43}$ 43. $\frac{1}{44}$ 44. $\frac{1}{45}$ 45. $\frac{1}{46}$ 46. $\frac{1}{47}$ 47. $\frac{1}{48}$ 48. $\frac{1}{49}$ 49. $\frac{1}{50}$ 50. $\frac{1}{51}$ 51. $\frac{1}{52}$ 52. $\frac{1}{53}$ 53. $\frac{1}{54}$ 54. $\frac{1}{55}$ 55. $\frac{1}{56}$ 56. $\frac{1}{57}$ 57. $\frac{1}{58}$ 58. $\frac{1}{59}$ 59. $\frac{1}{60}$ 60. $\frac{1}{61}$ 61. $\frac{1}{62}$ 62. $\frac{1}{63}$ 63. $\frac{1}{64}$ 64. $\frac{1}{65}$ 65. $\frac{1}{66}$ 66. $\frac{1}{67}$ 67. $\frac{1}{68}$ 68. $\frac{1}{69}$ 69. $\frac{1}{70}$ 70. $\frac{1}{71}$ 71. $\frac{1}{72}$ 72. $\frac{1}{73}$ 73. $\frac{1}{74}$ 74. $\frac{1}{75}$ 75. $\frac{1}{76}$ 76. $\frac{1}{77}$ 77. $\frac{1}{78}$ 78. $\frac{1}{79}$ 79. $\frac{1}{80}$ 80. $\frac{1}{81}$ 81. $\frac{1}{82}$ 82. $\frac{1}{83}$ 83. $\frac{1}{84}$ 84. $\frac{1}{85}$ 85. $\frac{1}{86}$ 86. $\frac{1}{87}$ 87. $\frac{1}{88}$ 88. $\frac{1}{89}$ 89. $\frac{1}{90}$ 90. $\frac{1}{91}$ 91. $\frac{1}{92}$ 92. $\frac{1}{93}$ 93. $\frac{1}{94}$ 94. $\frac{1}{95}$ 95. $\frac{1}{96}$ 96. $\frac{1}{97}$ 97. $\frac{1}{98}$ 98. $\frac{1}{99}$ 99. $\frac{1}{100}$ 100. $\frac{1}{101}$ 101. $\frac{1}{102}$ 102. $\frac{1}{103}$ 103. $\frac{1}{104}$ 104. $\frac{1}{105}$ 105. $\frac{1}{106}$ 106. $\frac{1}{107}$ 107. $\frac{1}{108}$ 108. $\frac{1}{109}$ 109. $\frac{1}{110}$ 110. $\frac{1}{111}$ 111. $\frac{1}{112}$ 112. $\frac{1}{113}$ 113. $\frac{1}{114}$ 114. $\frac{1}{115}$ 115. $\frac{1}{116}$ 116. $\frac{1}{117}$ 117. $\frac{1}{118}$ 118. $\frac{1}{119}$ 119. $\frac{1}{120}$ 120. $\frac{1}{121}$ 121. $\frac{1}{122}$ 122. $\frac{1}{123}$ 123. $\frac{1}{124}$ 124. $\frac{1}{125}$ 125. $\frac{1}{126}$ 126. $\frac{1}{127}$ 127. $\frac{1}{128}$ 128. $\frac{1}{129}$ 129. $\frac{1}{130}$ 130. $\frac{1}{131}$ 131. $\frac{1}{132}$ 132. $\frac{1}{133}$ 133. $\frac{1}{134}$ 134. $\frac{1}{135}$ 135. $\frac{1}{136}$ 136. $\frac{1}{137}$ 137. $\frac{1}{138}$ 138. $\frac{1}{139}$ 139. $\frac{1}{140}$ 140. $\frac{1}{141}$ 141. $\frac{1}{142}$ 142. $\frac{1}{143}$ 143. $\frac{1}{144}$ 144. $\frac{1}{145}$ 145. $\frac{1}{146}$ 146. $\frac{1}{147}$ 147. $\frac{1}{148}$ 148. $\frac{1}{149}$ 149. $\frac{1}{150}$ 150. $\frac{1}{151}$ 151. $\frac{1}{152}$ 152. $\frac{1}{153}$ 153. $\frac{1}{154}$ 154. $\frac{1}{155}$ 155. $\frac{1}{156}$ 156. $\frac{1}{157}$ 157. $\frac{1}{158}$ 158. $\frac{1}{159}$ 159. $\frac{1}{160}$ 160. $\frac{1}{161}$ 161. $\frac{1}{162}$ 162. $\frac{1}{163}$ 163. $\frac{1}{164}$ 164. $\frac{1}{165}$ 165. $\frac{1}{166}$ 166. $\frac{1}{167}$ 167. $\frac{1}{168}$ 168. $\frac{1}{169}$ 169. $\frac{1}{170}$ 170. $\frac{1}{171}$ 171. $\frac{1}{172}$ 172. $\frac{1}{173}$ 173. $\frac{1}{174}$ 174. $\frac{1}{175}$ 175. $\frac{1}{176}$ 176. $\frac{1}{177}$ 177. $\frac{1}{178}$ 178. $\frac{1}{179}$ 179. $\frac{1}{180}$ 180. $\frac{1}{181}$ 181. $\frac{1}{182}$ 182. $\frac{1}{183}$ 183. $\frac{1}{184}$ 184. $\frac{1}{185}$ 185. $\frac{1}{186}$ 186. $\frac{1}{187}$ 187. $\frac{1}{188}$ 188. $\frac{1}{189}$ 189. $\frac{1}{190}$ 190. $\frac{1}{191}$ 191. $\frac{1}{192}$ 192. $\frac{1}{193}$ 193. $\frac{1}{194}$ 194. $\frac{1}{195}$ 195. $\frac{1}{196}$ 196. $\frac{1}{197}$ 197. $\frac{1}{198}$ 198. $\frac{1}{199}$ 199. $\frac{1}{200}$ 200. $\frac{1}{201}$ 201. $\frac{1}{202}$ 202. $\frac{1}{203}$ 203. $\frac{1}{204}$ 204. $\frac{1}{205}$ 205. $\frac{1}{206}$ 206. $\frac{1}{207}$ 207. $\frac{1}{208}$ 208. $\frac{1}{209}$ 209. $\frac{1}{210}$ 210. $\frac{1}{211}$ 211. $\frac{1}{212}$ 212. $\frac{1}{213}$ 213. $\frac{1}{214}$ 214. $\frac{1}{215}$ 215. $\frac{1}{216}$ 216. $\frac{1}{217}$ 217. $\frac{1}{218}$ 218. $\frac{1}{219}$ 219. $\frac{1}{220}$ 220. $\frac{1}{221}$ 221. $\frac{1}{222}$ 222. $\frac{1}{223}$ 223. $\frac{1}{224}$ 224. $\frac{1}{225}$ 225. $\frac{1}{226}$ 226. $\frac{1}{227}$ 227. $\frac{1}{228}$ 228. $\frac{1}{229}$ 229. $\frac{1}{230}$ 230. $\frac{1}{231}$ 231. $\frac{1}{232}$ 232. $\frac{1}{233}$ 233. $\frac{1}{234}$ 234. $\frac{1}{235}$ 235. $\frac{1}{236}$ 236. $\frac{1}{237}$ 237. $\frac{1}{238}$ 238. $\frac{1}{239}$ 239. $\frac{1}{240}$ 240.

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quency is 100 Hz.

[illegible]
$$| \mathbf{a} | = \sqrt{a_1^2 + a_2^2 + a_3^2} \quad \text{if} \quad \mathbf{a} = \begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix}$$

FI FAQ

TOIMINNOT

K Record n Play-moottorin ulkoisessa osassa ON/OFF-kytkin on ON-asennossa.

muut Record n Play-moottori ei käynnisty.

Yleensä moottorin ei käynnisty, jos se on liian kylmä tai liian kuuma. Jos moottori ei käynnisty, odota muutama minuutti ja yritä käynnistää se uudelleen.

K Kuo-pilurin PLAY-painikkeita ei voi käyttää, jos moottori on ON-asennossa.

Yleensä moottorin ei käynnisty, jos se on liian kylmä tai liian kuuma. Jos moottori ei käynnisty, odota muutama minuutti ja yritä käynnistää se uudelleen.

K Mikä on ar-käyttö?

Ar-käyttö on moottorin käyttö, jossa moottori on ON-asennossa ja kuo-pilurin PLAY-painikkeita ei voi käyttää. Ar-käyttö on moottorin käyttö, jossa moottori on ON-asennossa ja kuo-pilurin PLAY-painikkeita ei voi käyttää.

K Laitteen Record n Play-moottorin toimintamalli

Record n Play-moottorin toimintamalli on seuraava: Moottori on ON-asennossa ja kuo-pilurin PLAY-painikkeita ei voi käyttää.

K Mikä on kuo-pilurin käyttö?

Kuo-pilurin käyttö on moottorin käyttö, jossa moottori on ON-asennossa ja kuo-pilurin PLAY-painikkeita ei voi käyttää.

MOOTTORIN SUOJATUKSET

K Record n Play-moottori on suojattu liian korkeasta lämpötilasta. Jos moottori on liian kuuma, se ei käynnisty.

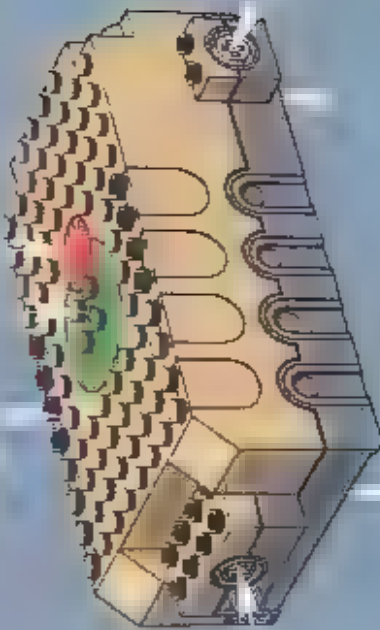
K Mikä on Record n Play-moottorin toimintamalli

Record n Play-moottorin toimintamalli on seuraava: Moottori on ON-asennossa ja kuo-pilurin PLAY-painikkeita ei voi käyttää.

Kuo-pilurin
toimintamalli

Record n
toimintamalli

Record n
toimintamalli



Record n
toimintamalli

Record n
toimintamalli

Dikalo
toimintamalli

Yleisiä kysymyksiä

Qinghai

Qinghai on yksi Kuo-pilurin toimintamallista.

Yleisiä kysymyksiä

Yleisiä kysymyksiä on useita, ja ne löytyvät sivustamme.

Record n Play-moottori on suojattu liian korkeasta lämpötilasta.

Record n Play-moottori on suojattu liian korkeasta lämpötilasta.

Record n Play-moottori on suojattu liian korkeasta lämpötilasta.

Record n Play-moottori on suojattu liian korkeasta lämpötilasta.

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Record n Play-moottori on suojattu liian korkeasta lämpötilasta.

Record n Play-moottori on suojattu liian korkeasta lämpötilasta.

SV VANLIGA FRÅGOR

FUNKTIONER

Fråga: Spelar ON/OFF på underdelen av Record'N'Play Motor står på ON när funktionen vill ha en spelare och på OFF när funktionen vill ha en spelare.

Svar: När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF. När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

Fråga: När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

Svar: När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF. När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

Fråga: Vad finns det för olika spelare?

Svar: När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF. När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

Fråga: Skärmen Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

Svar: När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF. När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

Fråga: Vad är Triggern position?

Svar: När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF. När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

PRESTANDAFRÅGOR

Fråga: När Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

Svar: När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF. När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

Fråga: Varför spelar inte Record'N'Play Motor upp skivorna precis så som jag spelade på dem?

Svar: När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF. När du spelar på Record'N'Play Motor står på ON och när du spelar på Record'N'Play Motor står på OFF.

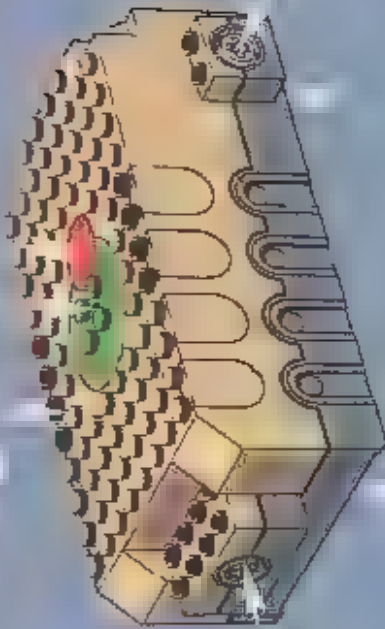
Här för Axel
med kryssprofil

Reset

Play

Record

Här för Axel
med kryssprofil



Triggern position
ON/OFF

Djukt för Axel
med kryssprofil

Skärmen
ON/OFF

Skärmen

Skärmen

Skärmen

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Skärmen

PT PERGUNTAS FREQUENTES

FLACON

WORLD'S LARGEST MANUFACTURER OF DIESEL ENGINES

[illegible]

הוא, שיש להבחין בין שני סוגי פיקציה: פיקציה "מסחרית" ופיקציה "אמנותית".

[illegible]

b. No qual categoria de diferentes modos de funcionamento "falou"?

[illegible][illegible]

Neuroscience

[illegible]

QUESTÕES RELACIONADAS COM O DESEMPENHO:

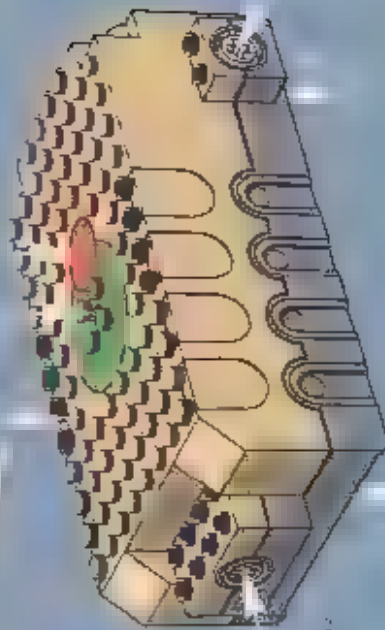
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1. The first step is to identify the problem. This involves understanding the current situation and the goals that need to be achieved.

၃. ပြည်သူ့ရေးရာနှင့် အုပ်ချုပ်မှု, ဝတ်စားအနုပညာနှင့် ဝတ်စားအနုပညာ
 နှင့် ပြည်သူ့ရေးရာနှင့် အုပ်ချုပ်မှု

43	2000	1000	500	250	125	62.5	31.25	15.625	7.8125	3.90625	1.953125	0.9765625	0.48828125	0.244140625	0.1220703125	0.06103515625	0.030517578125	0.0152587890625	0.00762939453125	0.003814697265625	0.0019073486328125	0.00095367431640625	0.000476837158203125	0.0002384185791015625	0.00011920928955078125	0.000059604644775390625	0.0000298023223876953125	0.00001490116119384765625	0.000007450580596923828125	0.0000037252902984619140625	0.00000186264514923095703125	0.000000931322574615478515625	0.0000004656612873077392578125	0.00000023283064365386962890625	0.000000116415321826934814453125	0.000000582076609134674072265625	0.0000002910383045673370361328125	0.00000014551915228366851806640625	0.000000072759576141834259033203125	0.0000000363797880709171295166015625	0.00000001818989403545856475830078125	0.000000009094947017729282379150390625	0.0000000045474735088646411895751953125	0.00000000227373675443232059478759765625	0.000000001136868377216160297393798828125	0.000000005684341886080801186968994140625	0.0000000028421709430404005934844970703125	0.00000000142108547152020029674224853515625	0.000000000710542735760100148371124267578125	0.0000000003552713678800500741855621337890625	0.00000000017763568394002503709278106689453125	0.000000000088817841970012518546390533447265625	0.0000000000444089209850062592731952667236328125	0.00000000002220446049250312963659763336181640625	0.000000000011102230246251561818298816680908203125	0.0000000000055511151231257809091494083404541015625	0.00000000000277555756156289045457470417022705078125	0.000000000001387778780781445227287352085113525390625	0.0000000000006938893903907226136436760425567626953125	0.00000000000034694469519536130682183802127838134765625	0.000000000000173472347597680653410919010639190673828125	0.0000000000000867361737988403267054595053195953369140625	0.00000000000004336808689942016335272975265979766845703125	0.000000000000021684043449710081676364876329898834228515625	0.0000000000000108420217248550408381824381649494171142578125	0.00000000000000542101086242752041909122188247470557212890625	0.000000000000002710505431213760209545610941237352786064453125	0.0000000000000013552527156068801047728054706186763930322265625	0.00000000000000067762635780344005238640273530933819651611328125	0.000000000000000338813178901720026193201367654669098258056640625	0.0000000000000001694065894508600130966006838273345491290283203125	0.00000000000000008470329472543000654830034191366727455951416015625	0.000000000000000042351647362715003274150170956833637279757080078125	0.0000000000000000211758236813575016370750854784168186398785400390625	0.0000000000000000105879118406787508185375427392084093199392701953125	0.00000000000000000529395592033937540926877136960420465996963509765625	0.0000000000000000026469779601696877046343856848021023299848175390625	0.00000000000000000132348898008484385231719284240105116499240876953125	0.000000000000000000661744490042421926158596421200525582496204384765625	0.0000000000000000003308722450212109630792982106002627912481021923828125	0.00000000000000000016543612251060548153964910530013139562405109619140625	0.000000000000000000082718061255302740769824552650065697812025548095703125	0.0000000000000000000413590306276513703849122763250328489060127740478515625	0.00000000000000000002067951531382568519245613816251642445300638702392578125	0.000000000000000000010339757656912842596228069081258212226503193511962890625	0.0000000000000000000051698788284564212981140345406291061325015967559814453125	0.00000000000000000000258493941422821064905701727031455306625079837799072265625	0.00000000000000000000129246970711410532452850863515727653312503991899536328125	0.0000000000
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inspired by D
Play the
Herald
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the Herald
the Herald



Triggert 

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Tampa do compartimento das pilhas

ಪ್ರತಿಭಟನೆಗಳು ಆಗುತ್ತಿವೆ. ಇದರಲ್ಲಿ ಸರ್ಕಾರದ ಪಾತ್ರವೇನಿರುತ್ತದೆ?

Environ. Biol. Fish. 99: 1–10 (2016)

1951/1952

[illegible]

המחברת מודה לפרופ' ד"ר יעקב גורן, ראש המחלקה למשפט ומנהל המכון למחקר ופיתוח משפטי, על סיועו המעולה במהלך כתיבת המאמר.

המחברת מודה לפרופ' ד"ר יעקב גורן, מנהל המכון למחקר ופיתוח חינוכי, על שיתוף הפעולה והסיוע במימונה של מחקר זה.

Wolfe, R. E. 1994. p. 202-203. *Journal of*

1. The first step is to identify the problem. In this case, the problem is that the company is not meeting its sales targets.

[illegible]
$$\begin{aligned} & \mathcal{L}(\mathbf{y}|\mathbf{X}) = \prod_{i=1}^n \mathcal{L}(y_i|x_i) \\ & \mathcal{L}(y_i|x_i) = \frac{1}{\sigma\sqrt{2\pi}} \exp\left\{-\frac{(y_i - \mu)^2}{2\sigma^2}\right\} \end{aligned}$$

Действие

$$10^{-2} \frac{d[\text{H}_2\text{O}_2]/[\text{H}_2\text{O}_2]}{dt} = k_1 \frac{[\text{H}_2\text{O}_2]}{[\text{H}_2\text{O}_2] + K_1} + k_2 \frac{[\text{H}_2\text{O}_2]}{[\text{H}_2\text{O}_2] + K_2}$$
[illegible][illegible]

Baroness Williams of Trafford

Abstract

સા.પા.કા. || ૧૭૭ ||

CC-BY-NC-ND 4.0 International license

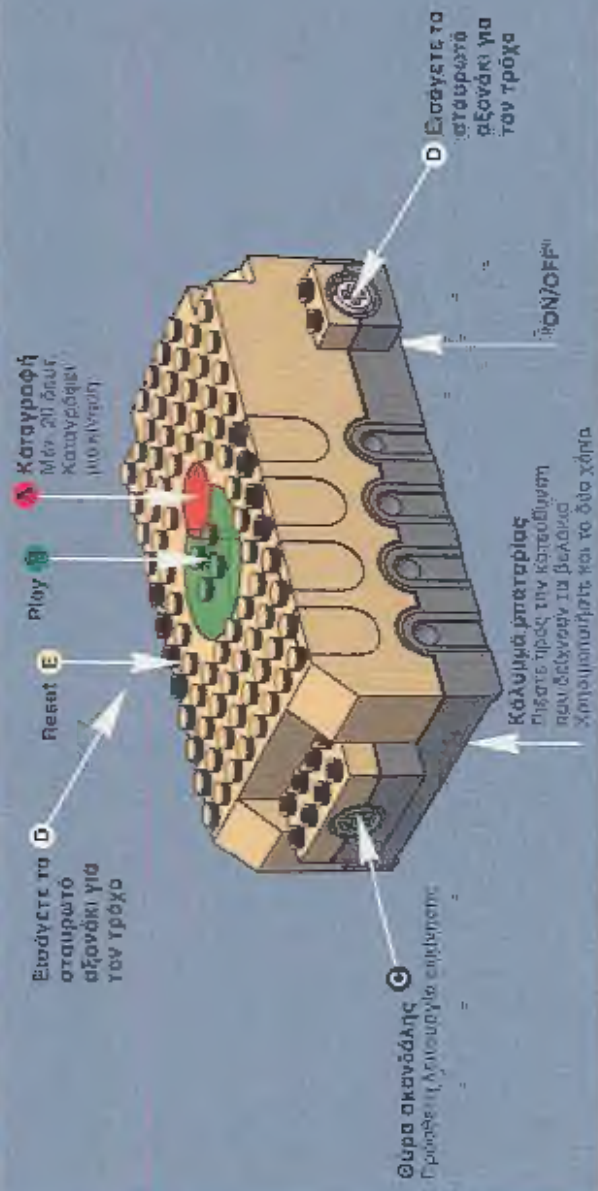
[illegible]

$\frac{d}{dt} \left(\frac{\partial L}{\partial \dot{x}} \right) = \frac{\partial L}{\partial x}$

GR Το Μοτέρ Record 'n' Play Συνηθισμένες ερωτήσεις και επίλυση προβλημάτων

Συνηθισμένες ερωτήσεις

- Αιτιολογίες**
- Ε:** Ο διακόπτης ON/OFF λειτουργεί σωστά αλλά το Μοτέρ Record 'n' Play δεν λειτουργεί. Γιατί;
- Α:** Αν αφηρέτε το Μοτέρ Record 'n' Play αμέσως για περισσότερα από 10 λεπτά χωρίς να λειτουργήσει, θα αβηθεί αυτόματα για οικονομία στις μπαταρίες. Πατήστε **RECORD** (κόκκινο) ή **PLAY** (πράσινο) για να επανέλθει στο αβήθισμα. Μετά από 10 λεπτά, το Μοτέρ Record 'n' Play θα συνεχίσει να λειτουργεί κανονικά.
- Ε:** Όταν φορτίδα πατημένο το κουμπί **PLAY**, ο αεθμός των αναμμένων φωτών κάτω από το κουμπί αλλάζει. Τι σημαίνει αυτό;
- Α:** Αν αφηρέτε πατημένο το κουμπί **PLAY**, το Μοτέρ Record 'n' Play θα αλλάξει κατάσταση λειτουργίας. Ο αεθμός των φωτών που ανάβουν κάτω από το κουμπί αβήθισμα σε μια κατάσταση λειτουργίας βελτιστοποιημένης. Δείτε την ερώτηση επόμενη για επιβεβαίωση των καταστάσεων λειτουργίας.
- Ε:** Τι είναι οι διαφορές καταστάσεων λειτουργίας;
- Α:** Οι καταστάσεις λειτουργίας καθορίζουν με ποιο τρόπο το Μοτέρ Record 'n' Play θα αναπαράγει τις κινήσεις που έχει καταγράψει. Στην Κανονική κατάσταση (που υποδεικνύεται από ένα φωτάκι κάτω από το κουμπί **PLAY**), το Μοτέρ Record 'n' Play θα αναπαράγει μόνο μία φορά την κίνηση που έχει καταγράψει. Στην κατάσταση Επιδρο-Πίσω (που υποδεικνύεται από δύο φωτάκια κάτω από το κουμπί **PLAY**), η κίνηση που έχει καταγραφεί θα αναπαράγεται πάλι, το πρώτο πρό μετ' όψιν το πάλι. Στην κατάσταση Επιδρο-Πίσω (που υποδεικνύεται από δύο φωτάκια κάτω από το κουμπί **PLAY**), η κίνηση θα επαναλαμβάνεται ένα και ένα μετ' όψιν το πάλι. Για να αλλάξετε κατάσταση, πατήστε το κουμπί **PLAY**. Όταν αναβείτε το Μοτέρ Record 'n' Play, ξεκινά πάντα από την Κανονική κατάσταση.
- Ε:** Αν αφήσω το Μοτέρ Record 'n' Play υπάρχει περίπτωση να ξεχάσω μια κίνηση που έχει καταγράψει;
- Α:** Όχι. Το Μοτέρ Record 'n' Play θα θυμάται την κίνηση (απόσταση μέχρι το διακόπτη) ακόμα κι αν το αφήσετε. Γιαυτό, δεν θα θυμάται μια κίνηση που έχει καταγράψει ποτέ πάλι, αν πατήσετε το κουμπί **RECORD** (κόκκινο) ή **PLAY** (πράσινο), αν το πατήσετε το κουμπί **RESET** (Επιστροφή) ή αν πατήσετε το κουμπί **PLAY**.
- Ε:** Τι είναι η όψη Σκανδάλης;
- Α:** Η όψη Σκανδάλης λειτουργεί σαν ξύλινο κουμπί **PLAY**, και ενώ λειτουργεί και λειτουργεί το Μοτέρ Record 'n' Play από μακριά, π.χ. μέσω μιας στήλης, από αφρόνητα και γρανάζια. Για να χρησιμοποιήσετε τη όψη Σκανδάλης, κρατάτε ένα αφρόνητα και πατήστε το.
- Εξίστα απόδοσης**
- Ε:** Μερικές φορές, κατά την αναπαραγωγή μιας κίνησης, το Μοτέρ Record 'n' Play κάνει ένα κτύπο και παύει να λειτουργεί. Γιατί;
- Α:** Αν το μοντέλο σας αντιμετωπίζει κάποιο πρόβλημα και το Μοτέρ Record 'n' Play δεν απελευθερώσει την κίνηση, θα κάνει κτύπο και θα αβήθισμα αυτόματα για οικονομία στις μπαταρίες. Αφαιρέστε αμέσως εμπόδια το Μοτέρ Record 'n' Play και πατήστε το κουμπί **PLAY** για να συνεχίσει την αναπαραγωγή της κίνησης.
- Ε:** Γιατί το Μοτέρ Record 'n' Play δεν αναπαράγει την κίνηση ακόμα όταν την αφήνω;
- Α:** Το Μοτέρ Record 'n' Play έχει σχεδιαστεί για να αναπαράγει κινήσεις με ακρίβεια. Ωστόσο, δύσκολοι μηχανισμοί που συμπεριλαμβάνουν την κίνηση του δακτύλου, το φορέα και την ταχυτητα αλλαγής της καταστάσεως μπορεί να επηρεάσουν την ακρίβεια της αναπαραγωγής. Για παράδειγμα, αν η επιφάνεια του δακτύλου είναι γλιστερή, οι τροχοί του Μοτέρ Record 'n' Play μπορεί να γλιστρούν ή να απελευθερώσουν κατά την κίνηση ή την αναπαραγωγή. Επίσης, το βάρος του κουτιού σας μπορεί να επηρεάσει την ακρίβεια της αναπαραγωγής - όσο πιο βαρύ είναι το κουτί, το τόσο λιγότερο ακριβής θα είναι η αναπαραγωγή. Τέλος, γρήγορες αλλαγές κατάστασης κατά την κίνηση μπορεί να έχουν σαν αποτέλεσμα μη ακριβή αναπαραγωγή. Για να το αποφύγετε αυτό, προσπαθήστε να σταματάτε λίγο την κίνηση από την κίνηση προς τα εμπρός σε άμεση.
















































Πρόβλημα	Πιθανή αιτία	Λύση
Το Μοτέρ Record 'n' Play δεν λειτουργεί	Ο διακόπτης ON/OFF είναι στη θέση OFF (αλειστώ)	Μετακινήστε το διακόπτη ON/OFF στη θέση ON (ανοικτώ)
	Τι ή ηλεκτρικό τρέας μπαταρίας είναι χαμηλό ή η μπαταρία είναι παλιά	Βεβαιωθείτε ότι οι πόλοι + και - στις μπαταρίες ταιριάζουν με το συμβόλο + και - στη θέση μπαταρίας
	Οι μπαταρίες έχουν αδειάσει	Αλλάξτε τις μπαταρίες
Αφού αλλάξετε τις μπαταρίες, το Μοτέρ Record 'n' Play βγάζει ένα συνεχές ήχο	Αφού αλλάξετε τις μπαταρίες, το Μοτέρ Record 'n' Play δεν ανιχνεύει πλέον καμία κίνηση	Πατήστε το κουμπί RESET E (Επιστροφή)
	Αφού αλλάξετε τις μπαταρίες, το Μοτέρ Record 'n' Play βγάζει ένα συνεχές ήχο	Πατήστε το κουμπί RESET E (Επιστροφή)
Το Μοτέρ Record 'n' Play λειτουργεί πολύ αργά	Οι μπαταρίες έχουν εξασθενήσει	Αλλάξτε τις μπαταρίες
Το Μοτέρ Record 'n' Play δείχνει να λειτουργεί κανονικά, αλλά το αφρόνητα που πατάτε δεν λειτουργεί	Οι μπαταρίες έχουν εξασθενήσει	Αλλάξτε τις μπαταρίες
Όταν κουνήσω ελαφρώς το μοντέλο, το Μοτέρ Record 'n' Play αρχίζει να κινείται	Σε σπάνιες περιπτώσεις, η όψη Σκανδάλης μπορεί να ενεργοποιήσει λειτουργίες το μοντέλο	Τοποθετήστε ένα αφρόνητα μέσα στη θύρα Σκανδάλης και πατήστε το αφρόνητα
Το Μοτέρ Record 'n' Play συνεχίζει να αναπαράγει μια κίνηση που έχει καταγράψει	Το Μοτέρ Record 'n' Play βρίσκεται σε κατάσταση Επιστροφής/Πίσω ή Επανάληψης (2 ή 3 φορές) για κάποιο φαινόμενο	Αλλάξτε κατάσταση κινήσεως πατώντας το κουμπί PLAY

HU GYIK (Gyakran Ismételt kérdések) és Hírbajavítás

MILK

Further,

NG: A Record 'n' Play motor allen z z ON/OFF (B/N/K); Kapasitor ON (DE)

1. **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD**  **PLAY**  **RECORD** **PLAY** **RECORD** **PLAY**

K: Anlkor maggyerova barom d PLAY gombor, a gomb alatt konyek szama megjelölözök Mit jelent ez?

[illegible]

K. Miken millitšes: mookk vana?

[illegible]

What's the Deal?

14. A person can be

[illegible]

A miközben kapcsolatos kérdések

K: Egy modultestrel végzett kísérletet, néha a Record in Play motor
a mikrovezérlő kábelcsatlakozás miatt.

Abstract

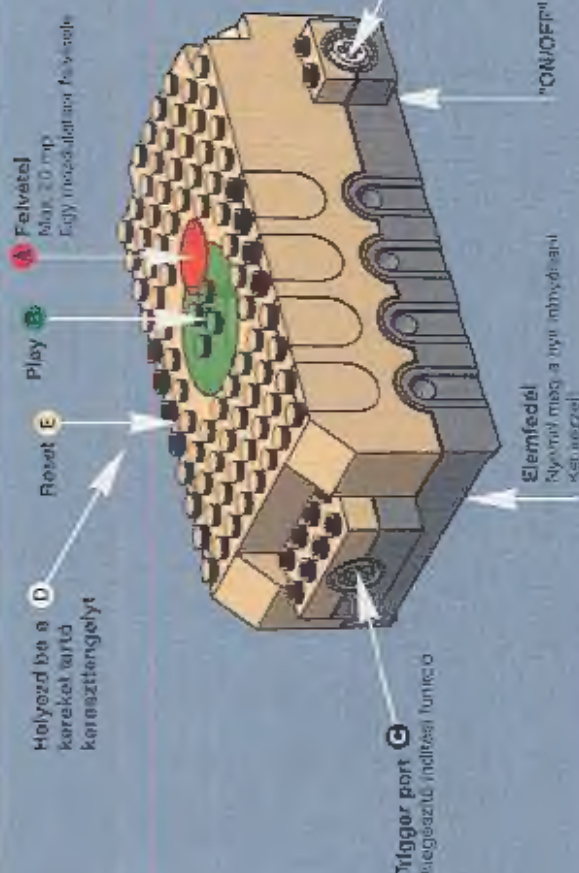
Végre a sztereotípiák okosságai közül is a Hasco-rt a PLAY motor nem tudja beírni a modulátor, akkor sípol elvez, és átműködés után káposzt, hogy ne legyen szon túlélésen energiát. Vagyis az az újabb az, ami a modulátorra a Hasco-rt a PLAY motor, majd hibát meg a PLAY gombot, ha folytatni a modulátor.

Klein's new position will prove to be a resolute and a record in Play motor
Shoreland and bottom?

biochemically and genetically distinct, and therefore a separate species.

[illegible]

néhány esetben a munkát, annak levezetését leírja, pontos a leírásokban. Vagy éppen a feladatvégzésen történő végzettség bizonyíthatóságát követően leírászatot elemeznek. Ha ez a leírás nem szelvény, akkor vagy egy pillanatra, amikor előre leírászatot megkapnak, vagy leírászatot adnak át.

[illegible]

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私たちは、皆さんがレゴ製品についてどんな感想をお持ちか、是非知りたいと思っています。

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Designer Set



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